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SPECIAL SEGA ARCADE REPORT! PLUS INSIDE THE HOUSE OF THE DEAD!



TWIX A BREAK FROM THE NORM
NORM
NOW EVEN BIGGER
TWIX



computer and video games
"GOOD LUCK"
WHILE NINTENDO 64 HAS SEEN SOME IMPRESSIVE GAMES RECENTLY, NONE HAVE MATCHED THE AWE OF *MARIO 64*. *STARFOX 64* REDRESSES THAT BALANCE AND SIX PAGES STARTING ON PAGE 18 SHOW YOU WHY...



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COMPUTER AND VIDEO GAMES #188 JULY 1997

SEE THE ORGANS OF CVG LAID BARE!

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FEATURE OF THE MONTH

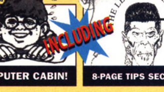


TAKING PLACE IN HMV STORES NATIONWIDE
THE UK'S GREATEST GAMING EVENT SINCE CVG BEGAN!

16 PAGE FREE PULL-OUT !!

FREEPLAY





COMPUTER CABIN! | 8-PAGE TIPS SECTION

THE SECOND ROCK-HARD INSTALMENT OF OUR **FIGHTERS MEGAMIX COMBO GUIDE.** A **HORDE OF TIPS** BOTH GREAT AND PAP, COMPILED BY OUR REAL TAMAGOTCHI, ED! **CHARTS! YOUR DRAWINGS** – SOME, REGRETTABLY, AWARDED A SOMBRE TURD. **THE LATEST HIGH SCORES** TO BEAT! THE **RETRO COMPUTER CABIN**, DROLLING ON ABOUT SOMETHING,.

FIGHTERS MEGAMIX GUIDE!

ARCADE

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WHAT HORRORS KEEP PLAYERS COMING BACK FOR MORE IN THIS GORE-TASTIC GUN GAME FROM AM1.

ARCADE



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THE COOLEST RIDE EVER CREATED FOR THE ARCADE – TOP SKATER HEADS THE NEW AM LINE UP FOR 1997.

REGULARS



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P98 TAMAGOTCHI IS GO!!!



CVG WERE INVITED TO THE START OF IT. AND YOU AIN'T HEARD THE LAST OF IT YET!

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EASY REFERENCE TO EVERY GAME IN CVG.

SEE THE ORGANS OF CVG LAID BARE!

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PRICE CUTS LIKE PAPER CUTS

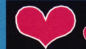
The Nintendo price cut made a lot of people very happy. It also made some very loyal fans feel pretty unappreciated. Less than two months after launch, a system sheds £100 off its original price. In the case of N64, this can be seen as almost half the price! What have you done to deserve this?

Well, Nintendo obviously though the UK deserved more of a chance to buy into the N64 fan base. Looking on the bright side, the cheaper the cost, the more likely it is that more people will sort themselves out with a machine. In the long run this means more great games at cheaper prices. Sega dropped from £400 to £250, though it took almost a year (June 95 - April 96) to get there. One month later Saturn dropped to £199, to match Sony who had launched at £299 the previous September. It's a long story, but one you'll find most people have already forgotten.

Games manufacturers are unlikely to change their 'wicked' ways, for as long as there is competition. The question you've always got to ask is how badly do you want to keep ahead. It's now July 1997. You may still want to wait. That being the case, definitely wait until after E3... PAUL

~~£249~~ £149

OUR GAME HEROES



Desperate as ever to show you how much we love games, we're dedicating this month's editorial to our favourite games ever. Send us a photo of yourself, pictured with your posters and other 'fan' memorabilia of your favourite game/series. If you impress us, we'll print the photo right here in CVG. We might even be able to source some more collectibles for you.

JAIME

Our Art Ed' happiness gauge is directly affected by the current state of *Street Fighter*. Jaime owns some pretty cool *SF* collectibles, though Game Boy Tetris is his favourite game ever. Jaime's other favourites include *Mario World*, and *New Zealand Story*. He never shuts up about *New Zealand Story*.

©CAPCOM

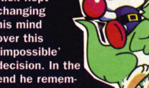
PAUL

Though Paul wound up doing a school talk on *Pac-Man* (!), he is probably more of an all-round fan of Capcom than anything else. More recently he has become a fan of the *VF* series, but is pretty crap with the best characters! Paul shares Tom's love of all Treasure games. *NiGHTS* too.

TOM

Above all Tom is a big fan of the 'real' *Sonic* series, which doesn't include *Spinball* or *Chaotix* but sort of includes *NiGHTS*. He designed some pretty cool Sonic T-Shirts for Sega too. On a slightly more connoisseur level, Tom appreciates almost everything Treasure have made. Most Namco stuff rates highly with him too.

ALEX



Alex kept changing his mind over this 'impossible' decision. In the end he remembered a love of classic Atari and Capcom coin-ops from the mid eighties. Among them *APB*, *720˚*, *Strider*, and *Ghosts and Goblins*. Going further back and there's *Asteroids*, a really hypnotic game. But his all time favourite... *Bomberman*!

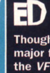
©HUDSONSOFT

STEVE

Thoughtful character that he is, Steve is reasonably keen on the '*Shining*' series of RPGs from Sega. *Zelda IV* is another possible 'all-time favourite'. Steve isn't the sort of person you'd expect to keep daft toys, so plays loads of football instead to show his appreciation of *FIFA Soccer*. Or is that the other way around?

©NINTENDO

ED





Though he is a major fan of the *VF* series, Ed's collection of stuff is pretty crap – Akira and Jeffry key rings left to melt on his monitor. Ed's fairly proud of his *Mortal Kombat* toys, Sonic bubblebath, Sonic boxer shorts, Sonic sweets, Sonic teddies... Oh and Ed is a total addict for *Doom* and *Quake*.

©SEGA

CVG RATING SYSTEM



Pure magic, enough to make a grown man cry. Every game which hits the High Five is essential. Let there be no doubt, this is depth and vision beyond belief.



4...VERY GOOD
Usually the highest we feel confident awarding a game. Ranks among the best in its field, or surprises us with elements of well implemented originality.

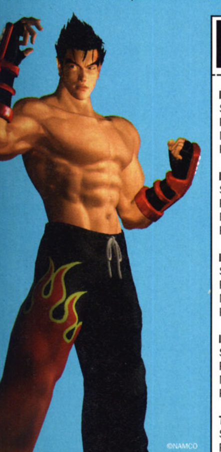
3...GOOD
Something you may want to own, as opposed to renting out for a couple of days. Here is a quality, entertaining game to suit most tastes. Good, but not great.

2...PRETTY BAD
Unlikely to be especially original, or overflowing with exciting features – there are better examples available. Or else this is a clumsy attempt at a new concept.

1...VERY POOR
Almost a flat-liner, it's so lifeless. You'll be wanting to exchange this for something else straightaway. Save yourself the bother by avoiding in the first place.

CVG GENERAL ELECTION

CVG offers readers the chance to win a software prize, by electing their favourite games machine! We always aim to be as fair as possible with our coverage. This is one way of finding out exactly what you want to read. Just tick the relevant boxes, and complete the tie-breaker. Five senders of the most passionate reason for owning a machine win a game.



©NAMCO

OZ

As a massive fan of Kung Fu, Oz is totally hooked on the chop socky style of *Tekken 2* and gets pretty scary when he wins. Another PlayStation game which gets Oz's vote is *Wipeout 2097*. After that it's all 'grandad' games like *Pitstop 2, Thunderforce*, and *Way of the Exploding Fist*

ADDRESS TO: MY OTHER GAMES MACHINE LIVES AT NASA
37-39 MILL HARBOUR,
THE ISLE OF DOGS, LONDON E14 9TZ

✔ TICK RELEVANT BOX

I OWN A:
- Saturn ☐
- PlayStation ☐
- Nintendo 64 ☐
- PC ☐

I INTEND TO BUY A:
- Saturn ☐
- PlayStation ☐
- Nintendo 64 ☐
- PC ☐

I WOULD CONSIDER BUYING A:
- Saturn ☐
- PlayStation ☐
- Nintendo 64 ☐
- PC ☐

I WOULD NEVER BUY/BE SEEN DEAD WITH A:
- Saturn ☐
- PlayStation ☐
- Nintendo 64 ☐
- PC ☐

THE BEST GAMES MACHINE IS A:
- Saturn ☐
- PlayStation ☐
- Nintendo 64 ☐
- PC ☐

BECAUSE ....

(IN AS MANY WORDS AS YOU THINK IS NECESSARY! ADD EXTRA SHEETS IF YOU LIKE, AND INCLUDE DIAGRAMS IF APPROPRIATE.)



EDITOR
CURRENT FAV GAMES:
- FIGHTERS MEGAMIX
- VIRTUA FIGHTER 3
- RAGE RACER
- STAR FOX 64
- SATURN BOMBERMAN

Life couldn't better for our happy-go-down-the-chippy Editor. Highlight of the month came in the form of an invitation to Yo! Sushi! for the UK launch of Tamagotchi – all the Sushi you could eat, and a Tamagotchi completely free! Coincidentally life couldn't be worse for Paul's happy-go-round-the-bend girlfriend, who has been almost completely ignored while Paul attends to the needs of his virtual pet.



DEP EDITOR
CURRENT FAV GAMES:
- HOUSE OF THE DEAD
- FIGHTERS MEGAMIX
- MICRO MACHINES V3
- TEMPEST 2000
- TETRIS JNR

Cheerful too, almost twice as cheerful as Paul. And no wonder! Not only did he attend the Tamagotchi launch, but a special Eidos knees up to which the Spice Girls were also invited. It didn't take long for Tom to adopt the personality of Norimaru – the crazy new character in *Marvel Super Heroes Vs Street Fighter* – and whip out his autograph book. We heard he whipped something else out too.



SENIOR STAFF WRITER
CURRENT FAV GAMES:
- FIGHTERS MEGAMIX
- TOBAL 2
- STREET FIGHTER 3
- QUAKE
- MONKEY ISLAND 2

Ed is really busy being miserable this month, and writing about crappy games. He says he is only miserable because he is writing about crappy games. We say he gets the crappy games to write about because he is so resolutely miserable. Mind you we accept that London Docklands isn't the greatest of places, compared to Rochester which has an incredible cinema complex and a castle.



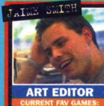
SENIOR STAFF WRITER
CURRENT FAV GAMES:
- STAR FOX 64
- ISS 64
- PREMIER MANAGER
- RAGE RACER
- SATURN BOMBERMAN

The remarkable Steve Key is still with us. And has no plans to leave. Unlike Oz, who stood a good chance of becoming remarkable but blew it at the last hurdle. It's quite possible that Steve is some close relation to Lady Luck, who obviously doesn't want her good name messed up. Steve claims that certain evenings are reserved for football practice. In fact we suspect him of taking other instruction.



STAFF WRITER
CURRENT FAV GAMES:
- X-WING VS. TIE
- FIGHTERS MEGAMIX
- TOBAL 2
- SATURN BOMBERMAN
- STARFOX 64

HOO-TAH-LA! HOO-TAH-LA! HOO-TAH-LA! Did you see Alex on the telly, dishing out all those High Fives? We knew the High Five would become legendary in time, and millions of Big Breakfast viewers now thrill to the sight and sound of it! This is what we all like to believe here at CVG. It's not often that someone you know ends up on telly. Unless you work for CVG, that is. Yoh hoh hoh.



ART EDITOR
CURRENT FAV GAMES:
- STREET FIGHTER 3
- STAR FOX 64
- SF EX PLUS
- TETRIS JNR
- TAMAGOTCHI

We depend on the good feeling of everyone here to keep the magazine spirit alive. And wouldn't you know, Jaime's passion for games has returned! So, what does this mean? Well, the very first difference has been the return of hard fought battles on Street Fighter 3. Secondly, Star Fox 64 has renewed Jaime's faith in N64. All very boring for you, but it makes the world of difference here for sure!



ASS ART EDITOR
CURRENT FAV GAMES:
- STAR FOX 64
- TEKKEN 3
- TEKKEN 2
- TOBAL 2
- GOING TO THE GYM

Err... bad news. Ozmond Browne is leaving CVG. Though it's only because he found a better job! And we're very happy about that. If Oz thinks he found a better job, well maybe he did. And who are we to complain. We've only lost the happiest, coolest, good-lookingest designer in the business. But we won't miss him. Oz has left a legacy of senseless sound-bites that you too can enjoy (see Freeplay).

NEWS

[SATURN FOR UNDER £100!]

As CVG went to press, news was leaked that Sega were planning an incredible price drop for the Saturn, putting it at £99 from Monday 26th May!

If this information proves true, you should be able to already buy Saturns from any retailer at under a hundred pounds, with no game included. The plan also includes a £129 Saturn deal, with any single Saturn game (pre-*Manx TT*) packed in. This makes Saturn the cheapest 32-bit+ console on the market!

A console price war has been raging furiously between Saturn and PlayStation for over a year now. However, the UK release of the N64 on March 1st put a extra spin on events. With its launch price of £249, Sony strategically cut the price of the PlayStation from £199 to £129 on the same day. A move that caused the PS to sell out! In response, THE (Nintendo's UK distributor) dropped the price of





SEGA'S AMAZING RESPONSE TO NINTENDO 64 PRICE DROP!

Nintendo 64 to £149 on May 1st – only two months after its release! A move that outraged customers that had contributed to the first shipment of N64s selling out. However, it had its desired effect, pushing sales of N64 above those of PlayStation for two weeks!

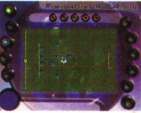
In the same amount of time, Sega have dropped the price of the Saturn from £199 to £169, with two games – *Sega Rally* and *Worldwide Soccer* – packed-in. This, as a response to Sony's £129 PS. Following the price drop of N64 to £149, Sega Europe's Marketing Director Andy Mee (who has since left), remarked to Computer Trade Weekly, " It's a panic reaction by Nintendo because sales of N64 have been disappointing all across Europe." However, the Saturn drop to £99 can be seen as a direct response to the N64 price-slash!

Of course, with this issue going to press before the actual event, there's the possibility of this move not

£149 NINTENDO 64 OUTSELLS PLAYSTATION FOR TWO WEEKS!

happening on the expected date. What we will say though, is that it has been planned and if not on the 26th May, then perhaps at the E3...











THE ULTIMATE SOCCER GAME?

While they've been working on the game since 1995, Crush have only recently announced details of *Soccer Nation*. It is Crush's first game, and is due to be released on PC CD-ROM through Sunsoft in August this year, but is only the first in a series of "Nation" sports games. *Soccer Nation* has an arcade-style mode as well as the detailed management section allowing players to control everything to do with their home-made club, including building the stadium, buying players, and even playing the games! The thing that is most exciting about *Soccer Nation* is that it's designed to work over the internet in a worldwide league, with managers playing set fixtures against other teams throughout a virtual season! With a large amount of money behind it for advertising as well as the backing of the EuroSport TV channel, *Soccer Nation* could be massive and it also seems that the game itself could set new standards for multi-player gaming! We'll have a proper feature on the game in next month's issue.

A CVG VERDICT ON THE CURRENT CONSOLE PRICES



SATURN

At £99, the Saturn is at what we'd say is its lowest price (for a long while anyway). And if you've got the money, it is a solid purchase. There are truly brilliant titles available only for Saturn (*Fighters Megamix*, *NiGHTS*, *Night Warriors* are just a few), and the promise of *VF3*, *Last Bronx*, *Saturn Sonic* and *Panzer Dragoon RPG* guarantee that Sega Japan's in-house developers are still producing the goods. But the truth is, third party developers don't want to invest in it. We love Saturn, but find it hard to recommend to people wanting a machine with a healthy future.



PLAYSTATION

It's £129 and selling like hot cakes. With third party developers behind it, the range is software is incredible. And in among the mediocre games, there are some truly exceptional ones. Sony are confident that PlayStation will be a mainstream gaming machine into the next century and it looks that way too. If you want to be part of secure gaming market, PlayStation is clearly the best bet right now.



NINTENDO 64

It's early days still, and public reaction is good. From people's reactions in shops, its clear that Nintendo 64 is technically the best and at £149 it's now very accessible. However, the games are still around £70 and there aren't that many great ones yet. Although we don't expect the price to drop again soon, we'd advise the more uncertain purchasers to wait and see how things unfold. The possibility of a yet cheaper N64 and more excellent software is surely an even more tempting purchase.



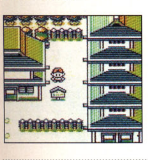
MONSTER GAMEBOY SALES IN JAPAN!

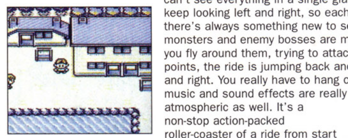
With all the incredible home console software available in Japan, it may be hard to believe that topping the charts is the now venerable Gameboy title – *Pocket Monsters*!

This creature-breeding battle-RPG is almost solely responsible for the success of Pocket Gameboy in Japan. And with LCD pocket games and, more specifically, *Tamagotchi*, all the rage right now – this game has proved staggeringly popular.

To date, *Pocket Monster* has sold 2.5 million copies since its February release. This is secondly only to *Final Fantasy VII*, which has clocked up just over three million since it was released in January. However, in the week we went to press, *Pocket Monster* sold 57,000 copies alone, compared to *FFVII*'s 15,000. At this rate, *Pocket Monster* will surpass all records by next month!

So come on THE! Let's see a UK version of *Pocket Monster*!





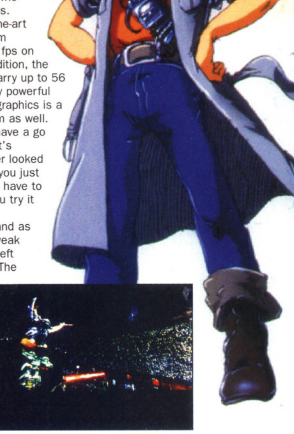
NAMCO THEME PARK RIDE

In March NAMCO unveiled its latest and greatest adventure for its amazing "Miracle Tours" simulator ride, located in the popular Namco Wonder Eggs 2 Theme park just outside Tokyo. The new CG science fiction story, *RGB Adventure* was created by Monkey Punch, the famous Japanese manga artist who also created the popular Lupin Sansei series.

Miracle Tours utilises the most state-of-the-art high-tech 70mm big screen projection system available, to display the full CG movie at 60 fps on a screen 2.5 times bigger than usual. In addition, the DMS ride (Dynamic Motion Simulator) can carry up to 56 people at a time and can generate incredibly powerful movement in all directions. Backing up the graphics is a top-notch six-channel surround sound system as well.

Our man in Japan was kindly invited to have a go on this truly fantastic ride on launch day. "It's unbelievable! Computer animation has never looked so real! And because the screen is so big, you just can't see everything in a single glance. You have to keep looking left and right, so each time you try it there's always something new to see. The monsters and enemy bosses are massive and as you fly around them, trying to attack their weak points, the ride is jumping back and forth, left and right. You really have to hang on tight! The music and sound effects are really atmospheric as well. It's a non-stop action-packed roller-coaster of a ride from start to finish! I recommend this for everyone."

We'll have more on this great game soon, with the full story and more pictures, but for now here's some art of the main character and one of the bosses.



CORRECTION!

We accidentally printed Virgin's telephone number in the Killer Instinct Gold review, June issue #185. The correct telephone number for THE Games is: 01703 653 377.

THE HMV/CVG CHALLENGE IS NOW! PRELIMINARY ROUNDS

Starting this month is the HMV/CVG Challenge, a long-running series of events designed to give UK players the chance at fame and fortune. The gist is this – Play the latest, greatest game well enough to get your face in CVG and walk away (more likely stagger) with £8000 of coin-operated hardware! More specifically, prove you're the best on *Rage Racer* and win a *Time Crisis* coin-op!!

Anyone who wishes to enter must fill in the form printed here, you can photcopy it if you prefer, and take it along with them to the nearest Challenge Site. Full details of the first HMV/CVG Challenge are on pages 38-39.

One last thing, you may want to take a decent photo of yourself along to the Preliminary Rounds. If you qualify for the final, we'd like to show your face in CVG next issue!



CHALLENGE SITES

1. Glasgow Argyle Street
2. Liverpool
3. Manchester
4. Birmingham High Street
5. Newcastle
6. Croydon
7. Reading
8. Leeds
9. Southampton
10. Trocadero
11. Blackpool







HMV/CVG CHALLENGE ENTRY FORM



My name is:

My Address is:

My home telephone number is: **My age is:**

IMPORTANT!
No purchase necessary. If you are under 16, an adult must be able to accompany you to the final. Normal competition rules apply. Photocopies accepted. EMAP IMAGES and HMV cannot accept any responsibility for any entrants into any of the challenges, this remains the responsibility of the parent or guardian.

NEWS







Hot from Namco's arcade division comes profiles of the first three time release characters for *Tekken 3*. Machines operating near you should already have these fighters available, so get down there and see them in action. We've requested a moves list to feature next issue.

11. KUMA

"RAGE BEAR"

Nationality: ?
Fighting style: Advanced Bear Fighting
Age: 18 - 20 if it were human, 8 years old as a bear
Height: 280cm
Weight: 210kg
Bloodtype: ?
Occupation: Bodyguard to Heihachi and Xiaoyu
Hobby: Training, Cooking Salmon
Likes: TV watching, Heihachi Mishima, Panda
Dislikes: 14 inch black & white TV (because it's hard to see)

The first Kuma died of old age on his travels with Heihachi. Its child, which was born during those travels, became Heihachi's second pet. He is smarter than his father and is a good bodyguard for Heihachi.

One day when Kuma was absorbed in watching TV, he suddenly went wild at the sight of a martial artist wearing scarlet clothes on the screen. Yeah, it was Paul Phoenix!

Kuma has been training himself since that day, succeeding his father with the dream of defeating Paul. He has no interest at all in the God Of Fighting – only to defeat Paul! Secretly speaking, Kuma is in love with Xiaoyu's Panda.

12. PANDA

"RED DATA ANIMAL"

Nationality: China
Fighting style: Advanced Bear Fighting
Age: 16 - 17 if it were human
Height: 277cm
Weight: 200kg
Bloodtype: ?
Occupation: Xiaoyu's pet
Hobby: taking care of flower garden
Likes: Ling Xiaoyu
Dislikes: Kuma

She is a female panda who was being taken care of at Ling Xiaoyu's high school. When Xiaoyu changed school to the Mishima Industrial Technical College in Japan (in order to participate in the Tournament) she asked Heihachi to bring Panda with her.

Heihachi taught it Advanced Bear Fighting so that she could be a bodyguard for Xiaoyu during the Tournament. Though loved by Heihachi's Kuma, Panda does not like Kuma and keeps her distance from him. You guess where their love is going!



13. JULIA CHANG

"WANDERING FIGHTER "

Nationality: American
Fighting style: Various Chinese Martial Arts
Age: 18
Height: 165cm
Weight: 54kg
Bloodtype: B type
Occupation: Studying Archaeology
Hobby: Hunting
Likes: Buffalo
Dislikes: Mishima Financial Empire

Julia is a girl studying archaeology in Michelle's tribe. When she was a baby she was deserted among some American Indian ruins. Michelle rescued her and lovingly brought her up as if she was one of her own family. Julia loved both Michelle and her tribe and inherited Michelle's martial arts in order to protect her beloved homeland.

In the spring of Julia's 18th birthday, a rumour reached her that it was the God of Fighting who was responsible for all of the sudden disappearances of famous martial artists across the world. This God of Fighting is the being that appears in the legends of her tribe. The people in her tribe began to be afraid that Michelle's pendant, (the key to the sacred treasure of the American Indians) which Heihachi once tried to get his hands on in the past, has something to do with this incident. Because of the growing apprehension spreading through the tribe, Michelle went to Japan to question Heihachi. She wanted to learn why he had tried to find the sacred treasure, because she expects that she'll be able to uncover the origin of the power of the God of Fighting.

However, Michelle, who left the tribe only to "ask a few questions", never returned. Julia suspects that Heihachi has done something to Michelle, and has decided to follow her.

STREET FIGHTER III POSTER COMPETITION

CVG has five incredible *Street Fighter III* promo posters to give away. They're giant sized A1, and feature the awesome art from Capcom's best designers. To win one just send in a post-card telling us the coolest combo you're able to perform on this mighty game, and with which character. We've got the machine right here, so we can test them out. No lies, okay! Address postcards to: STREET FIGHTER III 'MAZIN COMBO, CVG, 37-39 Millharbour, Isle Of Dogs, London, E14 9TZ

Mr. Rowland Miller, Horwich, Bolton.

19 11 9

EXPOSED!

Caught with your grundies on your head Grandad? GROSS!
Dodgy snaps. We've all got them. Mates, teachers, mums and dads looking like complete drongos. Dig 'em out, and send them to us.
We'll **EXPOSE** the most desperate cases during **THE CHART SHOW**, every Saturday morning on ITV.
Send all photies along with both yours and the saddo's name and address, plus a Tizer ringpull or bottle top to ***REFRESH SOMEONE'S HEAD, FREEPOST SL966, SLOUGH, SL1 5BT.***
And because we're such lovely generous people, everyone who sends in a snap receives a **Free Tizer Sabotage Pack**. Cheers Gramps.
Together we can Refresh the Heads of the Nation.



Refresh Your Head

PLEASE SEND YOUR LETTERS TO:

MAIL BAG,
COMPUTER AND VIDEO GAMES,
37-39 MILLHARBOUR,
THE ISLE OF DOGS,
LONDON E14 9TZ

WE ARE SORRY BUT WE CANNOT REPLY PERSONALLY TO ANY LETTERS WE RECEIVE. SO NO STAMPED ADDRESSED ENVELOPES PLEASE.

E-MAIL: MAILBAG.CVG@ECM.EMAP.COM

MAIL BAG

And the argument for who owns the best system continues! To be honest, we really aren't interested but it's obviously a big issue to many readers, so the battle is allowed to continue here in Mail Bag (sigh). Why not use your chance to feature in CVG as a fan of GAMES?! Oh, and anything else you think is fun (but not too rude). One crucial question from us: got yourself a Tamagotchi yet? Or would you rather die?!

PILOT WINGS VERSUS FINAL FANTASY (?)

Dear CVG,

I want to say that I do think *Final Fantasy VII* does look incredibly smart indeed, and I believe anything you say about it, but, you said that *Mario 64* was the best game of all time. Will *FFVII* be better? Okay *FFVII* is the best RPG ever with a great movie-like presentation. But pre-rendered backgrounds with a few polygons stuck in? We've seen that on the Super NES, surely they couldn't beat the ground-breakingly new rewritten concept of what a video game should be like graphics of *Mario 64*? Isn't *FFVII* just the best RPG ever with a fantastic story and great 32-bit graphics and nothing more? I don't think it's as ground breaking as *Mario 64*.

Secondly, you also said that the graphics on *Pilot Wings 64* were far better than anything you've seen on a PlayStation and Saturn. Does this mean that they beat the graphics in *FFVII*?

And lastly, if Nintendo do to *Zelda* what they did to *Mario* or better, will *Zelda 64* blow the pants off *FFVII*? Oh yes one more thing, because Enix moved *Dragon Quest* to the PS because the PS had more users, do you think they will move it back to the 64DD since the N64 has nearly the same amount of users as the PS and still shooting up at an alarming rate?

James Kenny, Dublin



CVG: *We said that Final Fantasy VII is currently the world's most astounding video game, not the most original. Though FFVII is not so revolutionary as Mario 64, it is a monumental achievement. The finer details shall be explained closer to the game's UK launch. Briefly, the way Squaresoft knit together all kinds of visual techniques is astonishing. The gameplay is also brilliant.*

As for the graphics in Pilot Wings 64, and comparing them to FFVII... perhaps the word 'better' is confusing. Technically superior is easier to explain, as there is still no detailed 3D environment to equal the quality of detail in PW 64. The producers Paradigm are 'the boys' when it comes to real-time 3D. In FFVII the visuals are more likely to floor the average consumer. Zelda 64 is a different category of RPG to FFVII. It isn't realistic to compare the two. And, finally, there's no way Enix will suddenly switch DQ VII back to N64 just because of 64DD (excuse the abbreviation frenzy!).



HIP TO THE HYPE

Dear CVG,

First off I must say that CVG is an excellent mag but there are some points that I must complain about your preview sections. For people who buy imports, the previews are very misleading. You say that a game is going to be a hit or is gonna be a good game and the game is hyped. For the people who buy imports and can't be bothered to wait for the review because it takes so long in your mag that they buy the game and a few issues later you say the game is crap.

Also what takes you so long to review games. What ever happened to the review of *Rage Racer*? The game came out in Japan in December and you still haven't reviewed it. You have to consider people who buy imports you know. Another example is *Resident Evil*. I remember it took you about six issues before you finally reviewed it and I know it doesn't take six months to complete *Resident Evil*.

One final point. In issue #186 you gave *Soul Blade* a Four. I bought the game in January and me and my brothers still play the game. You say that the game won't last long but that's only if you play it by yourself, and who does? Not enough moves you say. Okay, so there may not be as many moves as *Tekken 2*. But *Tekken 2* has lots of moves which are pointless and all the moves in Soul Blade are used in a specific purpose. Play it as much as I do and then you'll see that this game definitely deserves a High Five.

PS If Ed Lomas is as good as you lot are making him out to be, I would love to trash him at *Soul Blade*. Would there be any way for me to play him.

PPS How old would I have to be before I can work on your mag?

PPPS Keep up the good work!

Mustapha Abbas, Clayhall, Essex

CVG: *We NEVER hype a game which we expect to be poor quality. We recognise 'crap' immediately. The only time we can remember a game not living up to our high expectations was Mario Kart 64 – which we anticipated to be flawless. Mario Kart 64 was rewarded four out of five. Imperfect, but hardly 'crap'.*

We usually review the biggest games on import, with only few exceptions. In the case of Rage Racer Namco specifically requested that we wait until the UK version. The amount of pages we dedicated to Rage Racer, and Soul Blade should give you some indication of how much we love playing them!

Speaking of playing the games, Soul Blade has been played, and enjoyed, by most of the CVG team. Plus Ed dedicated a lot of time at home to find everything there is to know. Soul Blade deserves four out of five, which is usually the highest recommendation we feel confident to award any game without fear of negative come back. You appear not to have considered that there may be better games around, in this case Fighters Megamix on Saturn. Until Mustapha Abbas has spent as long as we have playing this AM2 classic, we suggest that he keeps his accusations to himself.

PS Ed is considering.

PPS Ed started doing Freelance work at the age of 16.

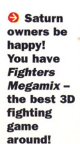


Should *Soul Blade* have been awarded a High Five?





© Namco



Saturn owners be happy! You have *Fighters Megamix* – the best 3D fighting game around!

NOW WE KNOW WHY YOU CRY

LETTERS

WARNING! WARNING! CRINGE ALERT!

Dear CVG,

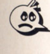
I am a loyal and happy Sega Saturn owner, who doesn't give a fiddlers f*** about how many polygons or what have you the PlayStation can handle. I want quality and entertainment, which is exactly what my Saturn provides. However, instead of another boring letter with a list of reasons why Saturn is better, I have written a song to be sung to Michael Jackson 'Black or White'.

"I couldn't wait to play my new Saturn game,
I've already got loads, but no two are the same,
Now I believe in miracles, and a miracle could ease Sega's plight,
Please print my message even though it's not fun,
I wanna say Sega aren't second to none
'Cause they know about quality, and it's true they always deliver it right
So if you're thinking about buyin' a console then the Saturn should be in your sights."

...IF IT PLAYS LIKE A TOTAL DOG, WHO WANTS TO KNOW?"

It may not be very good, but my song just wants to say that graphics don't mean anything to the true gamer because, in the words of Kevin Robson (issue #182)...

Martin Flanagan.



***CVG:** Your "true gamers" love great graphics as much as anyone else, Martin. Which is why Sega gave us NiGHTS and Fighters Megamix. Amen.*

D'OH!

Dear CVG,

I need the answers to the following questions so could you please answer them for me?

1. I played *VF3* at the arcades recently, and it was ace but I couldn't jump. Could you tell me why?

2. Can you run Sega PC games on a normal PC or do you need some sort of chip?

3. Are Sega going to make more Saturn games on the PC?

4. The N64 should fall flat on its face all the games are rubbish except graphics-wise. Look at *Cruisin USA*. And *Mario 64* is boring, no baddies. What do you think?

Kaan Kuyubasoglu, Stoke-On-Trent

© Sega



***CVG:** 1. Try pressing down, then up.*
2. Yep, all Sega PC games run using a standard set up.
3. Virtual On is in development, which supports MMX. VF2 is another title expected to make the most of MMX, but isn't definite.
4. Mario 64 boring? You're missing the point just a bit.

MORON U-LIKE

Die, die, die, die, *Resident Evil* has possessed me. The power of the PlayStation is beyond me. Itchy, tasty, itchy, tasty, die, die, itchy, tasty, I'M COMING TO GET YOU ED...

Paul Green, Broadstairs

***Ed:** Weirdo.*

SNK AIN'T HAD THEIR DAY!

Dear CVG,

Is it just me or has everybody forgotten Neo Geo players. I have owned and played most consoles over many years, my pride and joy is the Neo Geo CD.

I have been reading your magazine since the 1980's and I am very disappointed that you no longer cover any Neo Geo games. What happened to the reviews of *King of Fighters 96, Metal Slug*, and the brilliant *Samurai Showdown 4*. And please don't let *Samurai Showdown RPG* pass by. When SNK finally release their 64-bit hardware people will all of a sudden start to give SNK the credit they so rightly deserve.

Kenneth Dempster, Belfast



***CVG:** Currently SNK stuff is more exciting when it appears on the Saturn and PlayStation – few people are too thrilled with the original machine. And is 64-bit really the magic number? We're not so sure anymore. But a new piece of kit from SNK will be exciting.*





This is the Neo Geo version of *Samurai Shodown IV.*





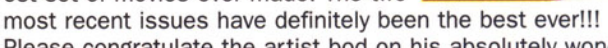
A Saturn version is possible.

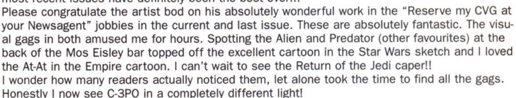
THE FORCE IS STRONG IN THIS ONE



Dear CVG,

Thank you. Thank you. Thank you!! I am a 26 year old Star Wars fan and I am overjoyed at the amount of coverage you are bestowing on the greatest set of movies ever made. The two most recent issues have definitely been the best ever!!!





Please congratulate the artist bod on his absolutely wonderful work in the "Reserve my CVG at your Newsagent" jobbies in the current and last issue. These are absolutely fantastic. The visual gags in both amused me for hours. Spotting the Alien and Predator (other favourites) at the back of the Mos Eisley bar topped off the excellent cartoon in the Star Wars sketch and I loved the At-At in the Empire cartoon. I can't wait to see the Return of the Jedi caper!!

I wonder how many readers actually noticed them, let alone took the time to find all the gags. Honestly I now see C-3PO in a completely different light!

Ian Price, Milton Keynes

***CVG:** Thank you.*

90% OF PLAYSTATION GAMES ARE BORING SHOCK

Dear CVG,

Is it just me, or has the general standard of PlayStation releases dropped recently? Sure, in the last year we've had several must-have games – *Wipeout 207, Tomb Raider*, etc, but over the last few months we've just had crap like *Jet-Rider, Legacy of Kain*, and *Cool Spot*. We've had a few average games like *Die-Hard Trilogy*, but we've hardly had any Triple A games like *Resident Evil*. There seem to be a few good games on the horizon – *Soul Edge, Rage Racer*, etc... but that's only a few games. It seems that 90% of the games which have been released are complete crap, and many of those on the horizon look bad as well. The general low quality PC conversions, mediocre driving games. Why can't the soft-cos inject some originality into their games. Obviously no-one can afford to buy 10 Triple A products each month, but it would be nice to have the choice!

I'm going to keep my PS, as not all of its games are of such a low quality. But many of them are. It seems that soft-cos are trying to make money out of the huge number of PSX owners, in the knowledge that many of them will pay £45-50 for crap, rather than trying to produce worthwhile games which will enhance the reputation of the console as a whole! Seems that Hiroshi Yamauchi's attack on Sony's "flood of uninteresting and boring software that will destroy [the] video games market" is not so wrong! Sorry to blather on, but when games machines cost in excess of £200, then we expect the games on them to be of high quality.

Ben Allard, Tunbridge Wells



***CVG:** Our private little worry is this: apart from a few exceptions, the bland nature of most new releases isn't likely to trigger enough excitement for a new breed of consoles. Everyone who owned an 8-bit machine longed for 16-bit power. Same with 16-bit and 32-bit. This isn't the case any more. We're pretty much sequelled out already. The level of originality doesn't match up to the step up in technology. Hardly any new heroes, and some that exist have been ruined. Still, let's wait and see. Not like us to be pessimistic at all. (By the way, does anybody out there agree?)*







STAR ★ LETTER

BREAKING THE HABIT

Dear CVG,

I am growing very concerned with the current state of your magazine, and have been for some time now. For one example, the April issue was nothing more than an advert for, clearly your preferred machine, the PlayStation. You really must contain yourselves if you are producing a multi-format magazine with a high reputation such as CVG. Reputation is something that you are losing and damaging for CVG, eg – You are constantly being accused of biased reviews, your new rating system has received a hostile reception, and some reviews are littered with gross exaggerations and contradictions. You must keep a balance.

I recall a few months back an over anxious Saturn owner suggested you give a Saturn demo disk away. You quite rightly responded that it would be unlogical for a multi-format magazine to give away a product for any one machine. A few months on and we get a PlayStation video shoved down our throats, probably due to your fears of its sales falling due to N64's arrival. Had the video consisted of all the formats you cover, such actions would have been understandable. It would even have been forgivable if it was solely an N64 video purely because of the excitement surrounding the world's first 64-bit console. But PlayStation? Come on, the machine's around three years old now! Your love for the PS is so great that you probably are not aware of your actions.

Personally I care little for these 32-bitters as I have a nice new imported N64, but I cannot tolerate a biased nature in CVG, the magazine for games and games players. Anyway before I sold both my PS and Saturn due to the boring lack of originality in games, I will say that as far as visuals in the 32 bitter depth *Panzer Dragoon Zwei* remains king. Only N64 is far superior, that really is the way forward.

Please do not be offended by my letter, I am genuinely concerned with the quality of CVG. I don't want to stop purchasing it, and I admire your courage of introducing a new rating system. I hope you can all take a little criticism if you can't then I overestimated you.

Eubasaben.S.O.Jessop, London

***CVG:** The Sony video was a paid-for advertisement. Usually companies use pages inside the magazine to sell their products, in the case of the video Sony needed a stronger tactic. You were right about the fears generated by N64, but they were Sony's fears not ours. Their video. Their hype.*

Inside the magazine we are always careful not to side with any one system, though this does not, and should not, prevent us from shouting about exciting prospects.

Could it be that Eubasaben Jessop is regretting the sale of his Saturn and PlayStation? A few of us here couldn't survive without the existing library of games for those "32-bitters". Currently the N64 is limited to a very small selection. It appears you consider yourself above it all now that you have a 64-bit machine, but you're missing out BIG TIME on the thrills offered by Fighters Megamix and Rage Racer. Of course you'll be determined to consider PlayStation and Saturn as has beens. Far from it!

Sure we can take criticism. Blundering, inaccurate, accusations such as yours are less likely to be taken seriously. Good letter though. So, thanks.



MAN WITHOUT A CLUE

Dear CVG,

Namco Museum? Why? Sure these were and are great classic games, but £44.99 for just six of them. These games are very basic and if you can really store so much information on one CD then Namco could fit all their retro games on one CD and still only charge £30. In my opinion these titles should be given away on magazines.

Don't get me wrong, I love my PS and most of the games are mind-blowing. But I saw in your magazine the other day Sega's new retro games package featuring *Afterburner*, *Space Harrier*, and *Outrun*. This just p****s all over Namco. All I need to smarten up their act and give us some value for money.

Brett, son of Chicken Hawk, Eastleigh



***CVG:** Sacrilege! Give away Pac-Land?! Give away Ordyne?! If you hadn't already admitted it, we would have suspected you of being a Son of a Chicken Hawk all along!!! New argument everyone: Which are better, old Sega games or old Namco games?*



Space Harrier by Sega (years ago). A classic game for many.







You're looking at state-of-the-art graphics – circa 1986!



Basic, yes. But easy, oh no-oo! Finishing first was never easy.

BUT YOU SAID...THEN YOU SAID...

Dear CVG,

There are a few things I would like to tell you about your magazine, and computer games in general. Please would you try your best to answer my questions and consider the points I have to make.

1. In issue #178 Paul Davies rated *Pilot Wings 64* 5/5. But in issue #184 Paul Davies rated *Pilot Wings 64* 4/5. Why is this?

2. Another point about *PW64* is that it was rated 4/5 with a comment of "could be too disjointed for some players". Yet *Turok* got 5/5 with a comment of, "3D action game which everyone will love." You may find this hard to believe but not everyone loves these *Doom*-style games. Although in this case I believe *Turok* is an excellent game, but I would still prefer *PW64*. You should leave comments like "if you were a fan of the original *PW* you can add an extra notch to that mark", or, "If you liked *Quake*, you'll love this." I feel the end comment should be made depending on what type of game it is.

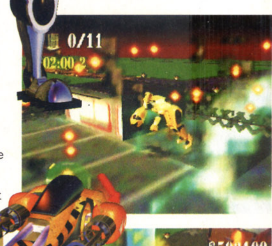
3. Have you noticed the new type of game category out. I'll call it "Destroy". Games that fall into this category are *Desert Strike*, *Return Fire*, *Blast Corps*, and *Body Harvest*. Sure you get set missions, but that's also another point of why they belong in a category altogether. Please tell me what you think of this suggestion.

Matt Simpson, Milton Keynes

***Paul:** As Tom is always telling me, it's a sign of intelligence if you change your mind. So I gave it a try. Now I can recite the 24.34 times table backwards.*

2. You're even less likely to appreciate everything about PW64 if you loved the original.

***CVG:** Destroy is a good word. Who knows, Matt, we might introduce it.*













Big Bloke.
Big Game.

"THE BEST RUGBY GAME I'VE EVER COME ACROSS"
9/10 PlayStation Pro

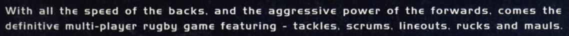




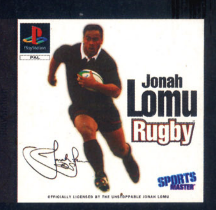








Website: http://www.codemasters.com



Try it once and
you're converted

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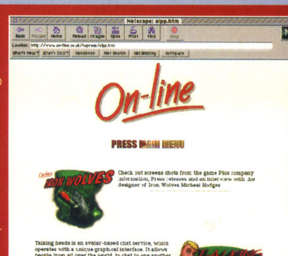
CVG WORLD

ONLINE WITH COMPUTER AND VIDEO GAMES

The internet is getting more and more useful for gamers all the time, not only as a source of information and news, but also for playing the games themselves. Most of the top games have internet modes in them, and internet-only games which can be downloaded are improving – this month's Iron Wolves is surprisingly addictive. If you've know of anything on the internet you think will be of interest to our readers, either Email it straight to us at cvg.world@ecm.emap.com or send it to this address:

CVG WORLD,
CVG, 37-39 MILLHARBOUR,
THE ISLE OF DOGS, LONDON, E14 9TZ

ON-LINE GAMES
HTTP://WWW.ON-LINE.CO.UK



On-line has launched *Iron Wolves*, a 3D naval war simulation game allowing up to 80 players to do battle over the internet at once! The most interesting part is that you can get hold of the whole game for free!
By going to On-line's web page you can get *Iron Wolves* for nothing, and as the file is only small, it takes just a few minutes to download. Once you've created yourself an account, you can try out the game by playing as a tanker – you have no weapons, but it gives you an idea of what the game's about – or buy yourself game time. For £6.00 you can buy a fortnight of unlimited game time with no hourly charges. When your two weeks are up, either pay for more time or wait until you want to play again. The account also gives you access to other On-line games and their beta-testing avatar chat room, *Talking Heads*.

PODWORLD!

P*od* has been billed as a game which benefits greatly from internet access, and it's all taking off at last.
The game itself will connect you to Ubisoft's web page and let you download the latest tracks and cars.
They don't take too long to download, and there are already some decent new courses available – ZED is particularly good. You can also download the best ghost times on each course or upload your own. Playing *Pod* on the internet isn't as simple as with *Quake* – here you need to organise a time and date with other players, then connect to the right machine at exactly the right time. This takes some of the fun out of internet play, as you can't just have a casual game against a few other players whenever you feel like it. But it *is* worth the effort.



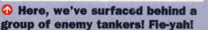




IRON WOLVES

Iron Wolves itself if a very basic-looking game, but is surprisingly addictive. It was beta-tested by over 25,000 people from around the world, and is still being upgraded all the time with ideas suggested by players. Set in World War II, you can choose to play in a Tanker, Submarine or Corvette (not the car), earning yourself points by destroying other players and computer-controlled drones. Once you have enough experience, you also get the chance to use the destroyer and new heavy submarine (with rear-firing torpedoes!). It's easy to control, using the mouse to set co-ordinates, engine power, and depth as well as sending up an observer when on the surface or raising the periscope when submerged. There are detailed strategies to learn, and it can be very satisfying to watch a cocky destroyer captain go down with his ship! It's well worth a look, and if it turns out to be your kind of game, you'll be playing it for ages.




Here, we've surfaced behind a group of enemy tankers! Fie-yah!


When submerged, the submarines are more difficult targets.

QUAKEWORLD: NEWS FROM THE FRONT
HTTP://EASYWEB.EASYNET.CO.UK/~NOMAD/FRONT/FRONT.HTM

This is the UK *Quake* homepage, reporting on all the developments in the UK clan world. It also covers the new international matches, following the fortunes of our brave England squad! The team is selected from the best *QuakeWorld* players in the country, and they recently beat Sweden in their first match – the home leg ended 874 to the UK, and 333 to Sweden! The site itself is excellent, with loads of information about clan matches and other UK *Quake* news.

AOL IS A-OKAY!

Last month we mentioned America Online, and have since had a few readers ask to have their AOL screen names printed in the magazine.

If you are on AOL, get in contact with them, either via Email or in one of the games chat rooms. Here are a few CVG readers that you can find on AOL: **ManWhoCan, N64ultrafn, SMann83266, DaFishsta, Meritous, Hhenesy, Markie69er, MRaybone, Smokin45, and Smellis911**. Also, our all-knowing hive brain which runs the magazine for us is on AOL. Its name? **CVG Brain!**

TAMAGOTCHI ONLINE!

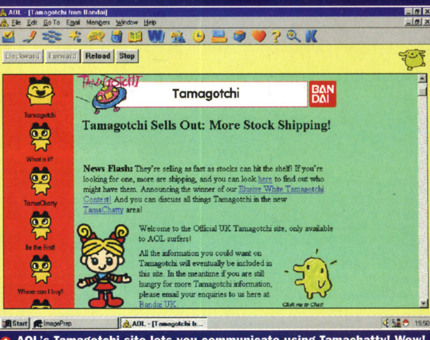
KEYWORD: TAMAGOTCHI

Although there's no official Bandai Tamagotchi web page in the UK yet, there is a Tamagotchi area on AOL.



Not only does it explain exactly what a Tamagotchi is for prospective buyers, but it also has advice for those who are already virtual parents. On top of all this, there's also a Tamagotchi chat room which lets you discuss the finer points of raising freaky creatures with other owners!





AOL's Tamagotchi site lets you communicate using Tamachatty! Wow!









GAMING ON THE INFORMATION CUL-DE-SAC

Here are a few more games sites which we recommend you visit every now and then for information, reader reviews, and lots of rumours!



UK: RESISTANCE
http://www.jona.demon.co.uk/ukresist.htm

A brilliant UK Saturn site with reviews, news and a great sense of humour. Very highly recommended.

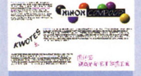


YOSHI'S HYPERSPACE
http://mesa7.mesa.colorado.edu/~hkanai/main/frame/frame1.html

While the English translations on the page aren't brilliant, there's lots of up-to-date news from Japan as well as other games features.

N64.COM
http://www.n64.com/

A good unofficial American Nintendo 64 site with everything you could need to know about the machine.



JOYSHTICK - THE LAST LAUGH IN GAMING
http://www.joyshtick.com/

Daily joke news stories, fake letters, and quotes from idiots in the AOL games chat rooms which no-one here found even slightly funny. Maybe it'll appeal to someone.



HAPPY PUPPY
http://www.happypuppy.com/

It may be a strange name, but Happy Puppy is one of the biggest game sites on the net. It mostly covers PC games with downloadable demos, reviews and tips, but also caters for Mac and console owners.

GAMING ENTHUSIAST
http://www.gaming-enthusiast.com/

Very much like Next-Gen, Gaming Enthusiast has new news, reviews and features every day.



PSX POWER
http://www.psxpower.com/

They may use the term "PSX", but other than that the page itself is pretty good. Up-to-date news and reviews, plus interviews with programmers.

SATURN WORLD
http://www.saturnworld.com/

Like Gaming Enthusiast, N64.COM and PSX Power, Saturn World is part of the Imagine Games Network. It's also very good, with all the news that you could require.

HOTWEIRD: THE REALM OF MORTAL KOMBAT
http://mk.hotweird.com/

Updated regularly, this page has all the news a *Mortal Kombat* fan could want, along with pictures and moves lists. Great-ality!

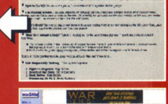
THE FUTURE OF CHEATS!

We get far too many phonecalls every day begging us for old tips on some of the most obscure games ever made.

If you've got access to the internet, save yourself (and us) the hassle and take a look at some of these pages. Not only do they have the latest cheats, but they also keep archives of old ones as well.

THE VIDEO AND COMPUTER GAME FAQ ARCHIVE
http://www.gamefaqs.com/

A massive list of guides to games on all formats, as well as small tips. Updated by gamers regularly.



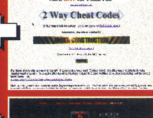
THE SECRETS OF THE SEGA SAGES
http://www.segasages.com/

Packed full of tips and cheats and FAQs for games, the Sega Sages cover every format – not just Sega games as the name may imply.



2 WAY CHEAT CODES
http://www.geocities.com/TimesSquare/9448/

Cheats for nearly every PC game ever, including loads of really old and obscure titles.



GAMFAN HOCUS POCUS
http://www.gamefan.com/stuff/hocus/index.html

The American magazine's tips section isn't massive, but it has some cheats which may come in handy.



THE CHEATER'S GUILD
http://www.thecheatersguild.com/

Packed with PC tips both new and old, along with a search engine to make it easy to find what you want.







100% COMPLETE · NINTENDO 64

SHOOT 'EM UP · BY NINTENDO · OUT NOW · 1-4 PLAYERS

- SNES PREDECESSOR AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 128MB CART
- RELEASED BY NINTENDO TEL IMPORTER

If you're not yet excited by *Starfox*, you should be. The Nintendo 64 is hotting up, and they don't get much hotter than the return of Fox McCloud!

STARFOX 64

M*ario Kart 64* was a bit of disappointment, there's no hiding that fact. The classic playability, the multi-player frenzy... it just wasn't the same. Which probably explains why the excitement levels surrounding *Starfox 64* waned a little in the CVG office. Now it's arrived, we've all played it and we've all come to the same conclusion: this is what Nintendo should have done with *Mario Kart*! The same and yet different. Once you start to play, you get the same feeling that sprung from the first game as you cruise through Corneria. The ship's handling, the obstacles and the gameplay all have resemblances to the original, and yet offer enough variation to make it feel like a completely new game. And when you reach some of the bosses, you begin to realise just how impressive the N64, and more importantly *Starfox* are. Only a few more months to wait, and it's all yours...





WHY IT'S BETTER THAN THE ORIGINAL...

Starfox had its limitations. There was the restriction of flying straight into the levels along a set route, despite the various secret paths like the fruit machine. We can now look back in hindsight and admit it was a little limited. The N64 version is a completely new ball game. It still keeps the same forward flying stages, but manages to mix in a couple of other variants to give it the depth it needed. For a start you can jump into the Landmaster tank. The All-Range mode is also new, giving you complete freedom once inside the stage (usually a boss level) as long as you stay inside the parameters. The four player mode gives it increased lastability, to keep you playing even when the one player mode is complete. The submarine stage also presents another new control method, with the immensely slow but action-packed underwater levels. All in all, *Starfox 64* represents a huge and mightily impressive leap in progress.





Most of these enemies release rings once killed.



THE LANDMASTER FLASH

The Landmaster is the latest weapon the Starfox team employ in their battles with Andross and it is utilised on at least two of the stages – Macbeth and Titania. The tank has the same basic weapons as the Arwing, with laser shots that can be charged up into homing bolts and megabombs. And it can fly, if only tempo-rarily. Pressing the right shoulder button or Z will still give you sharper turns in that direction, but a double tap will send the tank somersaulting in that direction for an immediate dodge. Press R and Z together and the tank will take off for about four seconds worth of airtime.

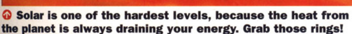
COMPLETELY NEW GAMEPLAY STYLE!

The biggest asset the Landmaster has in terms of gameplay is that it's so far removed from piloting the Arwings. For a start it's a much slower moving vehicle, so you need to be constantly aware of what is going on around you because it takes more time to dodge enemy fire. And as well as keeping an eye out for what is happening in the sky, you also need to be on the look out for mines and ground based baddies, other-wise you end up being blown about all over the screen!

©Nintendo







Solar is one of the hardest levels, because the heat from the planet is always draining your energy. Grab those rings!

SEASICK PILOTS LOOK AWAY!

Two new moves have been added to the ship to prevent you from being constantly hounded by enemy fighters and the Star Wolf team. The 360° loop and the slightly less emphatic 180° version.



This can be utilised at any point during the game, and is the most effective way of turning a potential danger situation into an attacking one. By hitting down and the left C button together, the ship spins to land directly behind anything following it, giving you a few seconds to gun 'em down!

This only comes into effect when you are on the boss stages. By pressing down and the lowest C button simultaneously, the ship turns completely on it's heels and doubles back on the path it's just taken. It averts any danger and is a good confusion tactic in multiplayer.





360° + ◁

180° + ▽

WE ALL LIVE IN A YELLOW...

Submarine! Travelling along the top route of the map will lead you to Aquas, the underwater stage. When you pilot the sub the first thing you will notice is that it doesn't carry megabombs. They have been replaced by homing torpedo bolts, of which you have an infinite supply. When the target appears on-screen, it indicates that you have locked onto something and all you do is fire. Unfortunately, you can only have one on-screen at any time. The aquatic vehicle is similar to the Landmaster in that it has slow handling, but couple that with the near zero visibility of the stage, and you need all of your skill to pass through. Knowing when to use the homing weapons is vital, because firing one far into the distance limits use of others. And one small tip for you, kill the starfish as quickly as possible, as they're a pain in the ass!







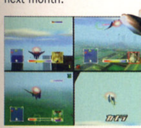
This giant clam is the boss for Aquas. Shoot his gums to break the shell.

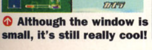
FOUR-PLAYER SIMULTANEOUS ACTION!

They didn't put the four joypad ports on the front for nothing now did they! Slap in four controllers and *Starfox* comes alive as a multiplayer-dogfight-extravaganza! Each of the four competitors takes the roll of a character from the game: either Fox, Slippy, Peppy or Falco. You are then thrust into an arena with the other three players and all you have to do is hunt each other down and kill them. The flips and the rolls become especially useful here because you have to shake people from your tail or be fried. The options can be customised, but generally you play the first to three kills. If a player finishes themselves off by crashing into a building, whoever was last to get a hit on the kamikaze pilot scores a win. But the fun doesn't end there. There are multiple rewards for completing the main game, one of which being loads of new additions to the multi-player mode, like battling in tanks, or even on foot. We'll have more on that next month.



Quick, run! The latest CVG has just hit the shelves and we're in it!





Although the window is small, it's still really cool!





If you can't manage four players, the fourth screen is taken up by a TV-style camera, following all the action.

BEFORE YOU BEGIN...

You may want to get to grips with the way the ship flies before you start your arduous journey through the galaxy, by having a quick bash at the training mode. It's nothing too long or strenuous, but gives you the perfect chance to perfect the 360° turns early on. You'll get to fly through rings to test your manoeuvrability, hordes of enemies to practice your homing weapon on, and a boss type level where you have the freedom to go where you like, inside a small square-shaped area. There are enemies to kill, and chances to use the 180° turn to shake pesky enemies away from your tail.



Use the 360° loop to reach the high rings.

This part of training gets you used to using the 180°.

Now you're ready for the real thing. Go get 'em Foxy!



©Nintendo

LORD OF THE RINGS

Restocking your energy couldn't be easier in *Starfox*, all you do is simply fly through bonus rings. You need to know which bonus does what though, because there is no need to go chasing after one obscure ring when all it will do is give you a tiny bit of life.





SILVER RING

The most common of all the power ups, this gives you back about 10% of your energy bar once it is flown through. These crop up most on Solar, because on that stage the heat is constantly draining your life, so kill as much as possible.



GOLD RING

Collect three of these in a stage and the length of your energy bar will increase as a result. If you manage to collect another three while the bar is elongated, you get an extra life, but you really need to know the levels to gain the 1ups.



STAR RING

These are the rarest of the rings, as they completely refill your energy bar. You're most likely to get these if you near a boss with only a small amount of energy. As soon as one of these appears, forget everything else around head for this. Immediately!

MEGABOMB

Hmmm, no prizes for guessing what this does. Certain boss characters give you an absolute stack of these, with the guardian on Zoness springing to mind. These work best when a direct hit is scored on an enemy.



WING REPAIR

Again, these are not the most common of power-ups, because they only appear once you've lost a wing. Once collected, the missing section will be immediately replaced. Any weapon bonuses (ie twin lasers) will be lost though.



LASER UPGRADE

Collect these to give your puny single cannon a twin brother! The single laser is beefed up to a double firing effort and that can be boosted again to a blue twin laser, which does more damage. Any you collect after this have no effect.



As you follow this boss along the corridor, shoot away all of his rock armour to make him weaker.



In you efforts to destroy this tower, Peppy has been shot down by the Star Wolves. Damn!

YIPPIE-KI-YAY MOTHERSHIP!

You can rest at ease as you sail through the levels in *Starfox,* because there is a higher being keeping an eye on you from above. Your mothership, called the Greatfox, stays out of screen, but monitors you on all of the levels and offers guidance and even help where necessary. At certain points during each of the stages, you'll receive a signal in the form of a flashing button at the top of the screen. By pressing the right C button you'll acknowledge the call, and Nus will appear, the robot piloting the ship. It'll burble some message which we can't understand yet, and send down a Starfox crate, with a bonus inside. If it's a megabomb it usually means you're approaching the boss. It may send down a wing repair if needed.



This is what Nus looks like. And below him is Greatfox. Whenever you see his face on-screen, look out for the bonus crate.





The state of your ship affects the item released from the crate.



A NASTY DEFLECTION

Protect yourself from evil! Laugh in the face of enemies! Scorn at their pathetic attempts to kill you! Try the new deflector from Nintendo. When inside the Arwing, you can deflect smaller enemies shots by tapping the shoulder buttons twice to perform a 360° spin, creating a small shield around you in the process. This obviously doesn't work against all of the enemies, but any laser shot can be avoided using this method.





If you are being caned by a barrage of lasers, this deflector is the best way to avoid damage.

I FEEL A-RUMBLIN' DOWN BELOW SKIPPA!

Starfox 64 is the first Nintendo game to be compatible with the new Rumble Pack. Initially there were rumours that is was going to be used with *Blast Corps*, but due to a few in-house problems, the idea was scrapped. Nintendo got their act together after this, and it now comes bundled with *Starfox* in Japan. The small, yet heavy plug-in fits into the memory card slot on the bottom of the joypad, and needs two small AAA batteries to work. Then all you have to do is sit back and get shot. Or crash into something. And then it rumbles. It doesn't only shake when you lose energy though. If you find the secret boss on Corneria you get a gentle vibration as he flies over the top of your craft and into view, almost like a physical Surround Sound. Although the added weight can be annoying to begin with, the overall effect is quite an atmospheric one, with even more stress being thrown onto particularly nasty hits to your craft.

BURR BURR BURR BURR BURR BURR BURR BURR BURR BURR BURR BURR BURR BURR BURR



They may look like butterflies, but they pack a mean punch!



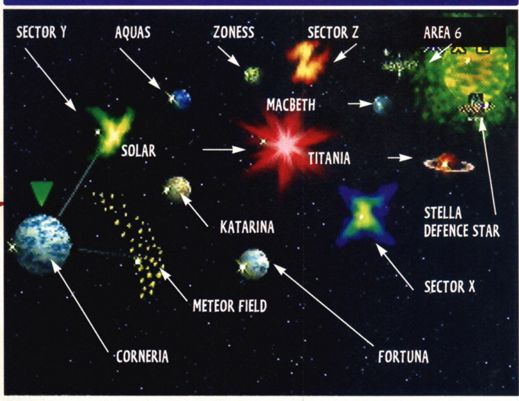
Protecting that building is your main aim on this level.

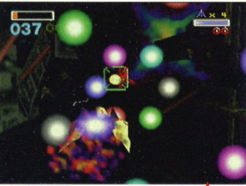




ALL ABOARD, THE INTERGALACTIC BUS!

Many of the planets are the same as their SNES counterparts, but how many of them do you recognise? Let CVG guide you through the realms of Lailat System.

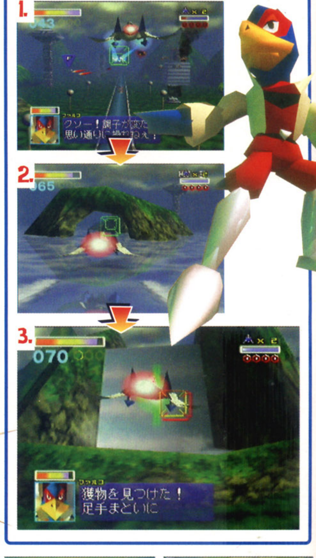






SECTOR Y AND BEYOND!

We've harped on about it enough now, so we're just going to spill the beans...how to get the secret boss, and access to some of the best levels of the game. 1: Falco gets into a spot of bother! Three enemies chase him around and you have to kill them before your wingman ends up six feet under. Use the boost to catch up with the bogeys, and dispatch them quickly. 2: As you approach the water keep an eye open for the stone arches, and fly through all of them. They aren't difficult to spot, and only the last arc needs a sharp turn to pass and collect the gold ring. 3: Falco appears to let you know he's found the secret route, and you follow him through the waterfall and onto pastures new!

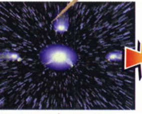


AMAZING SECRET WARP!!

Let's get one thing straight – this is tough to execute! Once you've completed Corneria via the normal route you arrive at the Meteor Field, which is where the warp takes place.



Shortly after Falco launches ahead and shoots open a meteor containing a Gold Ring, you see an odd-shaped ring appear in the distance. Fly through this.



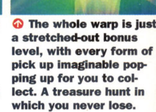
You automatically pull off a barrel roll, after which another ring appears to the right. Fly through this and the ship starts to roll with a greater speed.



Successfully hit all six of these 'spiky' rings and you pick up enough speed to go into warp mode. Get ready for rumble pack mayhem and pant-soiling speed!



And you warp to a path that takes you to Katarina, which appears the be some form of gas-filled stage, making visibility very difficult indeed. Let rip with those lasers!



The whole warp is just a stretched-out bonus level, with every form of pick up imaginable popping up for you to collect. A treasure hunt in which you never lose.



Amidst the rubble and explosions is a silver ring that will come in handy!

Lasers coming from everywhere! Use that deflector, otherwise you're dead!



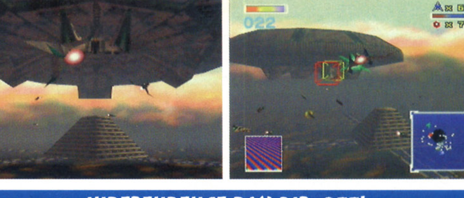
THE FIRST BOSS RETURNS!!!

It just gets better! As you approach the final throws of Corneria, you see a giant craft sail overhead, and out of view behind the waterfall. Do you recognise it? Not even a little bit? If you do, that's because it's the first boss from the original Starfox! But what a make over it's been given! Check out the comparisons to see the amazing graphical gulf between these two titles. Wow!

16-BIT

64-BIT





INDEPENDENCE DAY RIP-OFF!

Katarina is the planet which houses one of the best levels in the game. Your task in this level is to protect the building situated in the centre of the level from the various ships circling it and the huge enemy craft that appear to wipe it out. The ID4 style spaceship appears after about a minute of the stage, and glides around the level before releasing a whole group of ships. You have to kill the mothership before the time limit runs out in order for you to successfully complete the level. You also get a helping hand from an ally force, so take care not to shoot down any of their team. You have to trust us on this one, it's truly amazing to watch, let alone play!





Shoot these robots for a +5 bonus on your kills total. Cool.









The variation between the levels is quite astounding. There's always something new to find.

©Nintendo

FOXEEEEEEEEE!

This is one game that you really shouldn't miss. So we'll be continuing the coverage next month when a British release will be ever nearer. Start saving those pennies now people!



40% COMPLETE	SEGA SATURN	RETRO COLLECTION	BY SONIC TEAM
		AUGUST RELEASE	1 PLAYER

- MEGADRIVE VERSIONS AVAILABLE
- NO OTHER VERSIONS PLANNED
- STORAGE 1 CD
- RELEASED BY SEGA TEL 0181 996 4620

Once the very symbol of videogames, people have since forgotten Sonic in favour of other false idols. Now he's returned to bring FUN back to games. Stage One: what has gone before!



It's the first stage of Project Sonic. Sega's titanic plan to relaunch their flagship icon back into the world! By Christmas of this year, the programme will have attained maximum momentum with the release of the ultimate *Sonic* game – a true 32-bit evolution of the series by the Sonic Team themselves. In the meantime, they want people to remember what makes Sonic STILL the most famous game character around. Or, for some, to discover for the first time one of the most magical, exhilarating, and universally appealing game series ever made! To this end, Sonic Team have put their complete Megadrive *Sonic* series on one Saturn CD. With this ultra-collectors pack, the Sonic revolution starts right here!

FORGET THAT SLIMY BELL PEPPER, NIGHTS. WE'RE THE ORIGINAL BAD ASSES AND WE'RE BACK!



EXTREME SONIC!

A Saturn compilation of the *Sonic* games is just what we at CVG have been waiting for! *Sonic Jam* contains the original *Sonic the Hedgehog, Sonic 2, Sonic 3* and *Sonic & Knuckles*. These being the only true Sonic Team games (*Sonic CD* didn't involve Sonic creator Yuji Naka, *Spinball* was an American product, and as for 32X *Knuckles Chaotix*... bleurgh!) In the latest pre-production version we've played, only *Sonics 1* and *2* are present. However, it's clear that these aren't conversions of the Megadrive originals. They ARE the Megadrive code running on Saturn! Whether Sega plan on using this Megadrive emulator for any other games remains to be seen!







The select screen features the Japanese carts. Expect UK ones on the British version.

GREEN MUSEUM ZONE!

To make *Sonic Jam* totally irresistible to fans, it includes an excellent feature called Sonic World! A 3D Green Hill Zone area, around which you can steer Sonic, taking him to various Sonic memorabilia. It might sound like *Namco Museum*, but there's far more to Sonic's exploration gallery. A mini game for starters!



Control is similar to the old games, even with the spin jump!



Once caught, Tails will fly you around the zone.



GAMES!

A taste of Sonic Team's upcoming new *Sonic* game perhaps? Whatever the case, it would certainly be a waste not to make some kind of game out of this section. By stepping on a pad, you get various, increasingly difficult tasks to perform within a time limit. From collecting 20 rings, to hitting lamposts, finding all the cheat monitors and even grabbing Tails, who flies around the arena!



One minute to find 50 rings and get back to the start pad! Go for it!

This seems to be a variation of the ***NiGHTS*** engine, with no clipping!

CHEATS

Hidden behind trees, in the river, all over the place in fact, are the classic cheats for all the *Sonic* games. Want to know the old level select for *Sonic 2*? Look under a bush for it (fans should remember it's Yuji Naka's birthday). These should work in all the Jam versions of the games!



SHOWROOMS!

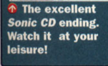
Dotted around the valley are buildings containing various Sonic treats! You can go to the Character Museum and look at artwork, check out the beautiful Japanese instruction manuals, and watch Sonic cartoons, ads, even the *Sonic CD* animation. Everything a Sonic fan could ask for!








A brilliant ad for *Sonic 3*! Everyone who touches the game can't stop running!


The excellent *Sonic CD* ending. Watch it at your leisure!





WE PICK UP PACE!

Sonic Jam is set for an August release here. While Sega aren't keen to make a big fuss over this 'retro' compilation, we reckon Sonic fans are baying for this awesome homage! Next month, we take a closer look at all the games included on the disc!



SEGA SATURN 100% COMPLETE

SCROLLING SHOOTER | BY SNK | OUT NOW | 1-2 PLAYERS

- NEO GEO VERSION AVAILABLE
- NO OTHER VERSIONS PLANNED
- STORAGE 1 CD
- RELEASED BY SEGA TEL IMPORTER

A leisurely stroll in the park this ain't! *Metal Slug* touches down and it's taking no prisoners. You have all been warned.

METAL SLUG



One man against an army of soldiers who faces impossible odds and yet he always manages to pull through. Who springs to mind? Arnie, Stallone or Bruce Willis perhaps? How about Marco Rossi and Tarma Roving? Because they are the stars of the next return to sprite-based shooting action from Sega. Following hot on the heels of *Elevator Action*, another old arcade conversion, *Metal Slug* sticks to a similar formula. Kill as many people as possible and keep yourself alive in the process! The simple recipe of awesome weapon power ups, lots of cool animation and a high body count result in the feast you see before you on this very page.



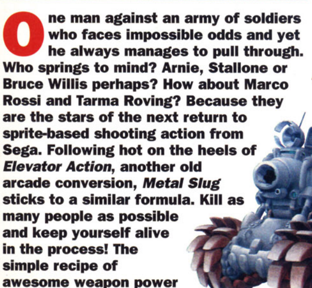


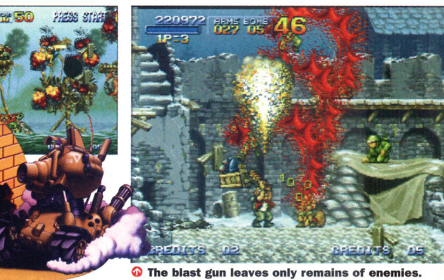
FRENETIC TWO-PLAYER ACTION!

If you thought things got a little hectic in the single player option, wait until you've had a bash at the two-player game! Even though there's slow-down, it's no greater than in the usual game, so this still remains the best way to play this game. Player one is usually the character the baddies and bosses attack, so make sure player two is set up in a good position to counter this!

NOBODY STOPS ME NOW!

Why run along on foot, when you can reduce the risk of getting shot at by hopping into the Metal Slug! Getting into this rock hard vehicle couldn't be easier, because all you have to do is jump into the cockpit when it appears on a level. Once inside, you have infinite cannons to rattle off and a new grenade as well. However, if you fire a missile in the crouched position, you resort to the bog standard warheads. The other good thing about the Slug, is that it has an energy bar in the top left of the screen and that can be filled up again by collecting gas canisters.





The blast gun leaves only remains of enemies.

THIS AIN'T NO EXERCISE VIDEO

Test your skill to the extreme by going into the combat school to partake in a time trial challenge. By selecting the training mode, it not only gives you the chance to practice any of the stages you've completed in arcade mode, but also fine tunes all your fighting skills. As you play, you're constantly being timed with an ultimate aim of finishing the stage as quickly as possible. Even though rushing is important, having only three lives still requires some precaution as you race through the levels. The best times can be stored for you to play against at a later date.

I WANNA BE A SLUG...

For *Metal Slug* read *Elevator Action*. For both games are still waiting for an official UK release. Needless to say, as soon as they get one, we'll review them both immediately!







As you blow up the boat, soldiers abandon the ship and try to bail out water!

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BY THE TIME YOU FINISH READING THIS, ANOTHER *TOROSAURUS* WILL HAVE BEEN SENSELESSLY SLAUGHTERED.

Men armed with automatic weapons are slaying dinosaurs in cold blood. Worse, an entire species is dying out through our ignorance. Horned males; lactating mothers; defenceless juveniles. All gunned down because people continue to believe a myth. Fact: the *Torosaurus* is not a bloodthirsty monster. This gentle plant-grazer is triggered into violence only when protecting its young. Which begs the question: how powerful is the imagery which feeds the propaganda?

A new game release from Acclaim for the Nintendo 64 reveals the answer: **Turok the Dinosaur Hunter** boasts the kind of advanced graphics which blur the distinction between fantasy and reality. The time for positive action is now.

SAVE THE DINOSAUR

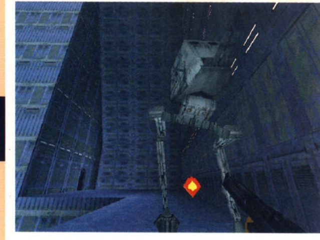
FROM THE DEADLY ARSENAL OF TUROK THE DINOSAUR HUNTER ON NINTENDO 64

WARNING
TUROK DINOSAUR HUNTER IS UNLEASHED
NOW ON THE N64

Acclaim

NINTENDO[64]

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While Star Wars fever may have cooled on the big screen now, as far as games go it's still just the beginning. The hottest Star Wars game yet, is about to arrive!

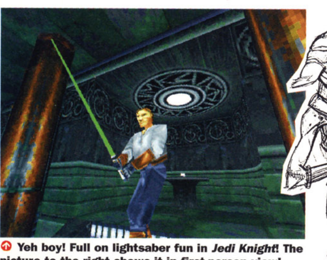
JEDI KNIGHT: DARK FORCES 2

The original *Dark Forces* was one of the best-selling games of 1995. Not surprising really. The idea of *Doom* in the Star Wars Universe had to be one of the most desired gaming concepts. The result, with its excellent Dark Trooper plot, provided all the thrills a Star Wars fan could have asked for. Nearly. For all the authentic weaponry, enemies, scenery and sound effects, there were two distinct factors missing from the mix. *Jedi Knight* redresses the balance – big time! And the very name of the game should tell you what one of those missing factors was!



THE LIGHTSABER!

Yep, the weapon of Jedi, and something everyone wanted to wield in *Dark Forces*! However, it was said that George Lucas forbid any character in the Star Wars Universe from possessing one, save a Jedi. So in answer, *Dark Forces 2* gives you the chance to become a Jedi, wield a lightsaber, and use all the classic powers of the Force!



Yeh boy! Full on lightsaber fun in *Jedi Knight*! The picture to the right shows it in first-person view!

YOU WAAANT THISSS?...

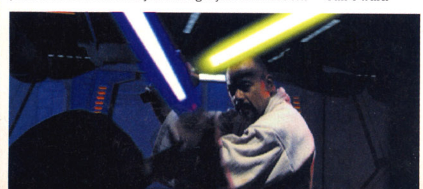
Close combat weapons have never been fully exploited in corridor games. We've had fists, feet, knives and axes, but their movement has always proved limited. LucasArts are being very ambitious with the lightsaber, allowing you to freely wield it with the mouse. As such, swings, parries, and all kinds of complicated swash-buckling moves will be possible. Just make sure you don't get your hand cut off!

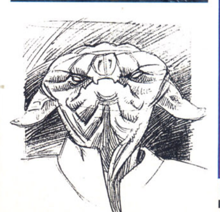
DON'T YOU DARE CALL ME A MUPPET, YOU BAG OF BANTHA KNACKERS!



The evil 'Force Grip' in action! "I said these aren't the droids you're looking for. Now nob off!"

One of the FMV scenes featuring an exciting lightsaber duel. Can't wait!





SORCEROUS WAYS!

As we all know, a Jedi's powers flows from the Force. As such, it makes up a vital part of *Jedi Knight*'s gameplay. As you progress through the game you earn force points and can learn new Jedi powers! All jedis will be able to learn basic powers such as drawing their weapon to their hand, blocking laser fire with their saber, or acrobatic flips. However, some powers depend on whether you choose the way of light, or the dark side. Only good jedis will be able to use persuasive powers (these aren't the droids you're looking for), force repulsion or protections shields. Those who choose the quick and easy dark path though, get to throw their sabers, fire lightning bolts and, best of all, use 'the force grip' to throttle those that displease them. Yes, yeeeeees, use your aggressive feelings, boy!

The sketches dotted around these pages show the new creatures.



A TECHNOLOGICAL TERROR!

Jedi Knight uses a new game engine, far in advance of the original, featuring texture-mapped polygonated characters in a similar fashion to *Quake*. One factor that sets *Dark Forces 2* apart though, is the option to switch to a third person perspective, like *Tomb Raider*. This obviously adds a lot to the polygon count, and may cause some problems in multiplayer mode, as you witness all your character's intricate animations. However, it should prove useful too, as you get full 360 degree vision during epic lightsaber battles!



RETURN OF THE JEDI!

With all this talk of Jedis, it may be hard to believe you play the same character you did in the first game – young rebel mercenary Kyle Katarn. While he was more of a blaster-brandishing Han Solo-type then, *Dark Forces 2* changes his destiny dramatically as he's taught the ways of the Jedi by Master Rhan. The plot, as revealed through 45 minutes of cinematic cut-scenes, reveals that he must stop seven dark jedi from unleashing powers locked away in a jedi burial ground. *DF2* adds a stronger RPG flavour too, as you build up Kyle's experience through training, and also have to decide whether to lead him down the path of good or bad. This strong character involvement also affects another vital part of *Dark Forces 2*...

The new third-person view in *Jedi Knight*. Like *Tomb Raider*!



THE MULTIPLAYER GAME!

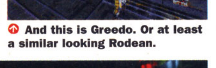
"The multiplayer features in *Jedi Knight* are exactly what *Dark Forces* fans demanded the most in a sequel." said co-Project leader Justin Chin. This factor, sorely missing from the original, comes to *Jedi Knight* in a unique way. Allowing eight players to link-up, you can actually play your own trained-up Jedi. This adds all kinds of possibilities to death-matches that even *Quakeworld* doesn't offer! Imagine battling your young, inexperienced good Jedi against a dark Jedi master. With team options too, you can even have epic good-versus-evil battles!

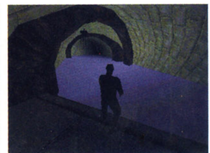


Many familiar characters appear. Here's Bosk from Empire.



And this is Greedo. Or at least a similar looking Rodean.





Light-sourcing too. Here you are in the 'dark side' of the tunnel. Heh.



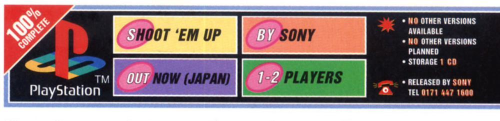




JOIN US OR DIE!

With the Force on its side, *Jedi Knight* promises to be the most exciting Star Wars game yet! Perhaps even the most exciting multiplayer corridor game too! With E3 just around the corner, expect much in the next two months. We have foreseen it!





For fans of shoot 'em ups and games that begin with the name *Xevious.*



The PlayStation Namco allegiance continues. *Xevious 3D* is not just an update on a famous blaster. It is also a retro compilation. While three quarters of the games contained on the disc might look remarkably similar. The 3D remainder will make *Xevious* fans leap from their graves. Revisiting all the sights and sounds of the past series, but in spectacular fashion. It might look different, but it still plays exactly the same. Can you dig it?

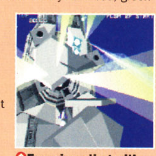
Pick up the red crystal, to fire these awesome lightning bolt like lasers. They lock on to targets!

SOLVALU? IRANU

The only line of defence between the planet you're protecting, and the marauding Xevious horde, is your trusty ship. The Solvalu. Or three of them if you're going to get picky. During the mission, power-ups can be obtained by locating crystal towers. The towers contain three different colours of crystal – red, green and blue. Destroy the tower and the crystal is freed. The different coloured crystals have varying effect on your weapons systems. Blue fires the same missiles as the standard craft. But the payload is multiplied by four, with missiles being spread in an arc. Green fires a single powerful laser beam, and best of all red which has a similar effect to the Emperor's lightning bolts in Return of the Jedi. The lightning bolts have the unique ability to lock-on to their targets.



Experimenting with the different weapons is required for the enemies. Some are better suited to specific bosses.







As in most shooters the Solvalu can fire both missiles and bombs.





XEVIOUS MUSEUM VOLUME ONE

Namco in their on-going act of generosity (putting additional PlayStation-only features in their arcade conversions) have included more than the single game here. There are three other *Xevious* games from yesteryear on the CD. Starting from the original *Xevious*, add the sequel *Super Xevious*. Plus from 1995, *Xevious Arrangement*. While this trio of games may look remarkably similar - they are different. All contain the same graphics, but feature an increasingly tougher challenge. Learn the different waves and patterns of attacking craft, to become the true *Xevious* master.







BACK TO THE FUTURE

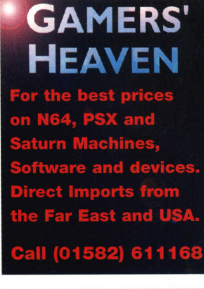
While *Xevious* may be 3D, thus giving it a huge graphical leap over its predecessors, Namco decided to retain the look of the original. So whereas most 3D games use texture maps to give objects a more realistic look. Namco have done the opposite, deciding texture maps detracted from the appeal of the original. *Xevious* has a history of not being state-of-the art. Instead it has built a reputation as a solid addictive blaster. There are still nice ideas in this 3D environment, such as falling objects and a sweeping, panning virtual camera. However, might the modern gamer have preferred a better looking game?



MISCHIEVIOUS XEVIOUS

***Xevious 3D* is out now in Japan. We still haven't heard of an official release here yet, but being a Namco title makes it kinda inevitable. In the meantime, keep watching the skies!**











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A strange name, strange characters, and what looks like a plain old platform game. But *Abe's Oddysee* is a lot more than that.



You play as Abe, an insignificant alien working non-stop in a mine controlled by disgusting masters – the sligs. It is your task to get Abe out of the mine alive and away home, taking as many of his friends with him as possible. The game has an excellent movie-like feel, starting with a fantastic rendered introduction sequence and continuing all the way through the adventure. While you may have trouble understanding what's so great about *Abe's Oddysee*, believe us that it's going to be one of the best original games of the year.

INTRODUCING... THE ODDWORLD INHABITANTS

If you've having trouble working out what games have previously been made by Oddworld Inhabitants, the creators of *Abe's Oddysee*, it's because it's their first game. Members of the team have been responsible for such computer graphics attractions as the Back To The Future ride at Universal Studios, and they've approached video games from an unusual angle. For example, one of the partners in the company who hadn't played video games much before commented that it didn't make sense to her that when Abe went off the right of the screen he appeared immediately on the left side for the next section, so there are now movie-style sweeping cuts between scenes! Oddworld Inhabitants are also intending to make the game adjust itself depending on how you play, as well as using lots of other interesting techniques to draw you into Abe's world.

ODDWORLD INHABITANTS









Abe's powers let him create magical portals through which the other workers can escape!

SUPREMELY LOVELY GRAPHICS!

The characters in *Abe's Oddysee* are not only completely original and brilliant to look at, but they also move incredibly smoothly. The whole look of the game is similar to Delphine's *Another World* and *Flashback*, though the backgrounds are beautifully rendered in 3D. There are also part where the rendered backdrops play as full-motion video, moving the game view into and around the scenery much like the most impressive sections in *Final Fantasy VII*!



HELLO! HELLO! FOLLOW ME! OKAY! PRRP! HUHUH!

One big thing that sets *Abe's Oddysee* apart from other platform adventure games is that you can talk in real-time to other characters. By holding and pressing certain buttons, Abe can come out with set phrases to which the creatures in his area will react. As well as standard phrases like "Hello" and "Follow me", Abe can laugh, snarl, whistle codes and even do a bottom burp! Also, when Abe possesses another character, he can use eight of their own phrases as well! It's hard to explain how well this feature works, but believe us – it's excellent.



Abe's looking a bit worried.

POSSESSION IS NINE TENTHS OF THE LAW

Using his psychic powers, Abe can possess other characters! At your command, Abe goes into deep meditation, causing magic energy to appear around him, then move to the nearest available target. More often than not this skill is used to take control of an enemy character and gain access to areas where you'd normally be blown away for entering. While playing as a different character, you can use all of their skills and vocabulary, then once you've finished with them... make them explode! There are also times when Abe's powers can be used to read hidden messages or to move small items.



Riding on this two-legged creature is excellent fun and lets Abe jump further!

1997: AN ABE ODDYSEE

While *Abe's Oddysee* may seem almost complete, it's not due for release for a few months more. All of the levels are in place, but Oddworld Inhabitants are still adding finer details which could make *Abe* one of the best games of the year!



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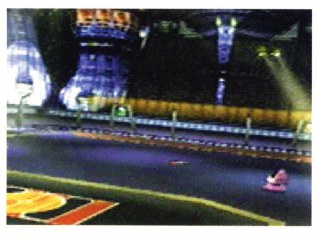
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AUTUMN RELEASE | 1-2 PLAYERS

- ATARI 800, C64 & SPECTRUM VERSIONS AVAILABLE
- NO OTHER VERSIONS PLANNED
- STORAGE 1 CD
- RELEASED BY VIRGIN TEL 0171 368 2255

A classic from the vaults of games history returns. A time when playability was all that mattered. Now *BallBlazer* is dusted down and given the PlayStation make over treatment.

BALL BLAZER CHAMPIONS

No more wars. That's how the sport started. A diversion to replace the bloodshed. One fortnight each year, species send their best rotofoilers to compete for the Interstellar BallBlazer Championship. Like most takes on future sports, *BallBlazer* is the most popular sport in the galaxy. It has simple rules, is fast, aggressive and action-packed. Your task is to win twelve matches against increasingly difficult opponents. Take on the champion BallBlazer Xarta, and be crowned Master Blazer. Be warned, you need real skill to become the champion.







The awesome intro shows exactly what you're up against. As all the challengers enter the arena and stand in recognition of the Master Blazer Xarta.

YOUR ROTOFOIL SIR

The Rotofoil is the craft you need to play the game. All different, with varying abilities and a default power-up. There are eight different 'foils to choose from. Each comes with the owner of the craft. Take on the persona you like best and you're ready to go Ball Blazin'.







Master the Roto-Snap. Because you're going to need that trick defending situations like this.



The stadium select screen. Taurus center is like a huge doughnut.



Blaze-O-Rama is one of the largest arenas. With mid-air goals!



IN THE BEGINNING...

BallBlazer achieved instant classic status when it debuted at the beginning of 1986. Receiving such comments from our peers as 'the best sports game yet' and 'THE one-on-one sports simulation'. Back then the game had the same simple premise and similar rules. The arena was a simple checkerboard 55 squares long and 21 wide, with two goals at either end. Rotofoils did not benefit from power-ups or an upgrade shop. However, each of the eight computer opponents had increased AI, as you progressed through the levels to become Master Blazer. Scoring was similar to basketball. A shot from way out would earn you three points, in front of goal only one. The really huge difference between the original and update is, the game is always viewed as a split-screen. Even in one player mode. Tactically important, as you can always see the other guy. Released back when LucasArts were still called LucasFilm. The game arrived at almost the same time as two other greats by LucasFilm – *Koronis Rift* and *The Eidolon*! A trio of releases to firmly cement their commitment to games.





IN THE ARENA



In this stadium you need lots of power.

Ramps play an important role here.



A huge tube which can get confusing.



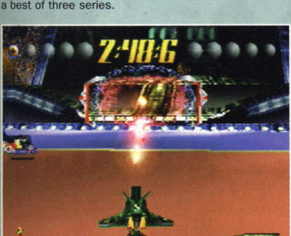
Power-ups are in hard-to-reach places

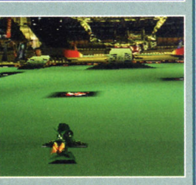


THESE IS THE RULES

BallBlazer is a relatively simple game. Taking aspects of some of the more popular modern sports. Equal parts football and hockey. Set in huge arenas, with two goals usually at either end. Two combatants enter the arena in their customised rotofoils. The ball or Plasmorb as it's officially called, is launched into neutral territory. Then whoever scores the most goals in the allotted four minutes wins. Alternatively the first player to score five wins the round. Each match being a best of three series.







Scoring from long distance might not earn you extra points, but it sure is cool.



These orange strips are like glue. They drain energy and you're left stuck on them.





Truly one of the best goals ever scored. Well maybe not, but it looks real pretty!

ORGASMATRON MATMOS PLASMORB

The Plasmorb is a ball of magma. When in possession of the orb, your Rotofoil is drained of energy. Skilled players will learn the trick of dribbling the orb. Launching it in front of your craft, then using a turbo to regain possession. When not in possession of the orb, an on-screen radar will indicate its position for you. The X button is used to perform a Roto-Snap, a manoeuvre that was present in the original. Roto-Snapping always places your Rotofoil in the direction of the orb. Very handy, but again energy draining.









LOOK OUT! POWER-UPS!

New to the sport of *BallBlazer* are power-ups that appear through-out the contest. Look out for special zones in each arena. There are eight different power-ups varying from land mines to homing missiles and cloaking devices. Some more useful than others. Also worth collecting are the credit crystals, each worth 100 credits. These come in very handy at the upgrade shop at the end of each match.





Power-ups randomly appear, so pay attention.

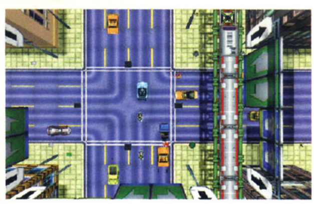




The cloaking device is useful for stealing moves.

BARBECUE 'DEM BALLS!!

The American version of the game is already available, and we've already spent more than a healthy amount of time playing it. We shall have to wait a few more months to see whether today's games players will be put under the same *BallBlazer* spell we were over ten years ago.



99% COMPLETE

PlayStation PC CD ROM

CRIMINAL ACTION | BY DMA | AUG RELEASE | 1-4 PLAYER (PC)

- PRICE £TBA
- NO OTHER VERSION AVAILABLE
- PLAYSTATION VERSION PLANNED
- STORAGE TBA
- PUBLISHED BY BMG TEL 0171 973 0011

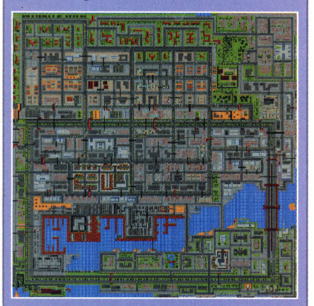
DMA's violent, but terrifyingly addictive crime-fest! Killing becomes your business as you aim to be accepted by The Mob!

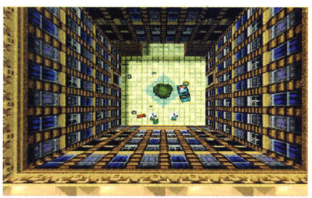
grand theft auto

Make no mistake, *Grand Theft Auto* is morally offensive. Before you get carried away playing the game, you have to get by the fact that *GTA* carries an 18 certificate. Why? Well, first thing to know about *GTA* is that the only way to score, and get through the game, is through the senseless slaughter of innocent civilians and officers of the Law. There's also opportunity to practice some 'professional' vandalism along the way. Your ultimate goal is to become accepted by The Mob, raising your status from small-time criminal to notorious hood. The method: to make money. The reason: to make more money!

IT'S A CITY THANG

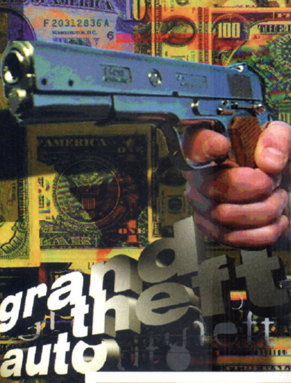
The transition from candy-steeling dweeb to crime lord takes place in the streets of three major US-style cities. And they are huge. Liberty City, San Andreas, and Vice City, are near-as-damn-it New York, San Francisco, and Miami respectively. The view is fixed top-down perspective, as though your guy is being tracked by a Police helicopter. These cities are so complex that DMA are producing detailed maps to be sold with the game when it's released!





Once you know the streets well, you realise that there are many secret areas to be plundered.

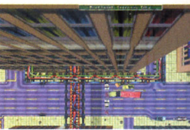




ATOM BOMB

Your on-screen rep is small, but detailed, and dangerously articulate. Aside from being able to run like an Olympic gold medalist, the little fella can tote any kind of firearm which happens to be left lying around (this is 'sort of' America remember). These range from pistol to flame thrower. Feel like creating a diversion? Try the rocket launcher – this makes nice holes in buildings, and can explode cars with one shot! Your man can also hijack any mode of road vehicle to eat up the miles of road, including emergency services. Nothing clears the road like a fire-engine, sirens blaring!





***GTA* is a tough game to play if you suffer from vertigo! Eek!**



You have to wait for the train to pass by before driving on.





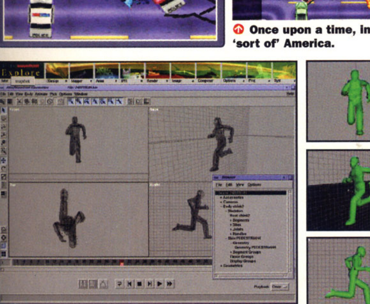


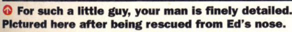


COOLING IT!

After you've earned the right to live in jail for the rest of your life, you might want to waver that option by covering your tracks. Each time you create a scene, the police are alerted, which is illustrated by an icon of a cop's head at the top of the screen. More than two or three means that you're definitely going to run into trouble soon. There are a couple of ways you can lose this attention, most obvious of all being to switch cars. Another ingenious method is to get the car resprayed.

Once upon a time, in 'sort of' America.




For such a little guy, your man is finely detailed. Pictured here after being rescued from Ed's nose.



TURNING UP THE HEAT

This is a video game, not a simulation, okay? The idea is to score points to impress the crimelords. Points are awarded for damage – not just of things but of people. To this end you need to be very handy at power-sliding into bollards, while polishing your marksmanship skills. Nothing and nobody is safe.


Congratulations, you just solved some of the city's traffic problems. Crude but effective.



Mow 'em down in a fast car. The bigger the better – fire engines are good.





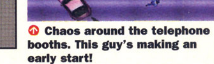
So, this is what they call cartoon violence. Only laugh when you've turned 18, okay.

DOUBLE TROUBLE

Above all, the surest way to become accepted into the mob is by carrying out missions for them. You start by getting messages from public phones. As you progress get a mobile. Another way of receiving orders might be to locate a certain car, or person to talk to. The beauty of completing a mission is that you get a score multiplier. For example complete two missions and you end up scoring triple the points; five equals six times the amount, and so on.






Chaos around the telephone booths. This guy's making an early start!

ROCK ON

With its outrageous gameplay and super cool soundtrack (which we'll talk about more in the review – it's awesome), *GTA* looks set to go massive when its released. Could be that we'll have the review next issue, boss. It's the best we can do.



The HMV CHALLENGE



Whatever you have planned for the Saturday 21 June, cancel it now. Taking place on this day are the qualifying rounds to find the UK's No.1 games player.

The first HMV/CVG Challenge Game has been announced, and *Rage Racer* is its name! Become a master of Namco's amazing race game and you could win the *Time Crisis* coin-op, by Namco!







THE CHALLENGE: RAGE RACER

Namco's *Rage Racer* is perfect for the first Challenge Game – it has the coolest attitude, and requires brain-melting skill to master. When we reviewed *Rage Racer* last issue, the game earned a High Five. So to recap, and help you find more ways to win, here are some of the features which make *Rage Racer* so awesome:

PERSONALISED HANDLING

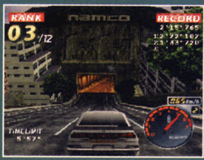
All cars can have their handling tailored to suit the driver. So to stand a better chance of qualifying in the Challenge, get used to manual or automatic transmission, and find the balance between grip and drift on the tires.

DISTANCE

The great depth queuing (how far you see into the distance) in *Rage Racer* boosts the gameplay. Usually in a console racer the corners ahead are either obscured or build as you approach. In *Rage Racer* the road stretches out for miles!



It's narrow and steep ahead. Straighten up, or lose much speed!



Cool detail or what! *Rage Racer* is breathtaking all the way.



CUSTOM CAR

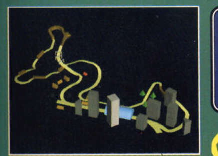
There is a wide selection of cars to own in *Rage Racer*, bought with money earned from placing well in the Championship. Once a car is yours it can be customised using even more cash – retuning the engine, and modifying the bodywork.



Kind of a lame gag, but this is the Yokohama Rubber Queen wearing a moustache.



ARE YOU THE UK'S NUMBER ONE GAMES PLAYER?


This is the course you'll be racing. A lot of sharp corners, and tight chicanes.

HOW TO QUALIFY

You need to set the fastest possible lap time on the LAKESIDE GATE circuit. The Challenge takes place under the Time Attack rules, meaning that you don't have to worry about other cars. Just you, the road, and an audience of people who don't believe you can do it!



CHALLENGE TIPS

We've been playing *Rage Racer* since before Christmas '96, so we know the game well. Here are some useful tips for Lakeside Gate, assuming that the car used for preliminary rounds will be the basic Gnade.

CHALLENGE TIP NO.1

This first left-hander should be taken as soon as the car's nose is in line with the barrier. Don't use the brake.



CHALLENGE TIP NO.2

Only a tiny adjustment is necessary to make it through this chicane. Don't over steer, and don't use the brake.



CHALLENGE TIP NO.3

In faster cars you need to power-slide onto this bridge. In the basic Gnade you can make it full power. NO BRAKES.



CHALLENGE TIP NO.4

The ONLY place brakes are required in the whole circuit. Take the outside line and brake till you clear the barrier.



CHALLENGE TIP NO.5

It's tempting alright, we know. But, for the last time, don't use your brakes here. The final S-bend is taken full speed.



THE FINAL

Finalists from 11 HMV stores (see page 9 of News) will meet in London for the final, at the end of July. Don't worry about travelling expenses, as the 11 finalists will have it all paid by HMV. If you're aged 16 or under, and require to be accompanied by an adult, HMV will support that person too. If anyone has any doubts at the Preliminary stage, ask to the Challenge leader.

GET YOUR ASS DOWN TO HMV!

Qualifying takes place between 10:00 am and 12:00 pm on Saturday 28 June. Make sure you're at one of the participating stores, with a copy of the form printed on page 9 of News. Everyone who shows up with a form stands a chance of winning a prize, as all forms will be entered into a prize draw. However, only the first 30 people to present their form to the Challenge leader will be allowed to enter. Getting there early, we guess, is half the battle.

SPECIAL MESSAGE

If you have any plans which could prevent you attending the final on 26 July (you're either in hospital, or on holiday... that kind of thing) please don't enter the qualifying round. Everyone else, GOOD LUCK!





Rage Racer is definitely a game you need to own for your PlayStation. Buy it and practice hard!



©Namco

THE PRIZE: TIME CRISIS COIN-OP!

Coming to PlayStation later this year, *Time Crisis* is the ground-breaking gun game from Namco. The arcade machine's most innovative feature is a pedal, enabling players to duck for cover. A great gimmick, backed by a superb game – incredible graphics, and gripping situations. Incredibly, the PlayStation version is to include original levels on top of the faithful arcade conversion. You'll be able to get some practice on this coin-op worth £8000 if you become the first HMV/CVG Challenge winner!

DON'T FORGET: SATURDAY 21 JUNE FOR THE REGIONAL HEATS. GET THERE EARLY!

CHECKPOINT

This month's events and software releases at a glance. **June - July.**

It's time once again for Checkpoint: your indispensable guide to what's hot in the video games world this month. Start here on the road to becoming a gaming god by revising this schedule!

The calm before the storm. That's probably the best way to describe this month's release schedule. Even though the amount of games hitting the shelves is down, the quality is very much on the up! *Dark Forces 2, Resident Evil* and *Dungeon Keeper* arrive for PC, *Grand Theft Auto* for both Saturn and PlayStation, *Syndicate Wars* for the PS and *King of the Fighters* for Saturn! *Doom 64* sneaks in the back door as well. Whatever format you've got, there are some awesome titles looming over the next four weeks.

WIN! WIN! WIN!

SYNDICATE WARS

Another simple one this. CVG has it's own Lottery Syndicate, which we do every month and all we want you to do is guess what you think our numbers are. Whoever gets the most numbers right wins the game. Unfortunately we cannot share any of the winnings if we happen to win between now and the closing date, because we'll be in the Bahamas sunning ourselves and getting Ed to fan us down with giant palm tree leaves. Send to: MY LUCKY NUMBERS

DUNGEON KEEPER

It is a well known fact that in every group of mates, there is a real bomber. The ugly one. The one who never pulls, or is always made fun at. Someone you'd like to throw down a dungeon. A bit like our own beloved princess Ed before we nurtured him back to reality. So what we want you to do is send in a photo of your ugly mates. Even yourself if you happen to be a bit of a minger. And to make up for that, we'll send a copy of the awesome looking *Dungeon Keeper* to the sender of the worst looking mate. Get snapping. Send to: LAUGH TILL YOU BARF

SHINING THE HOLY ARK

That latest in the *Shining* series to emerge from Japan is keeping up the trends set by it's predecessors, ie. it's awesome. So we thought we'd give you the chance to win yourself a copy in this months compo. And what a simple task we have set you. Think of CVG as an ark in it's own right. For one reason or another, we have to set sail for a few years and we need to take two of everything that is unusual in the world. We want you to draw some of the things you think we'd take with us. Send to: A LARK IN THE ARK.

Send entries as soon as possible to:

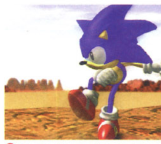
CHECKPOINT #188 FREEBIES,
COMPUTER AND VIDEO GAMES,
37-39 MILLHARBOUR, THE ISLE OF DOGS,
LONDON, E14 9TX

E3

19-21st June
Atlanta, America.
THE biggest games event of the year. If you're a games company and you want to get your product seen, this is where you take it. Anybody who's anybody will be here, along with some of the biggest games ever! Expect to see more info on Project *Sonic, Saturn VF3, Time Crisis* and 64 DD to name just a few. Needless to say, we'll have a huge report on the whole show in the next issue of CVG.


We hope Nintendo choose E3 to show 64DD games.


***Marvel Super Heroes*! How much longer can we wait?!**


Is Sonic kicking the bucket here, or your ass? Sega promise we'll find out at E3.


***Time Crisis* is becoming more popular each time we say so. Which is pretty often.**

KEY: **Red** It's hot, so buy it! | **Blue** Avoid like the plague!

GAME NAME	COMPANY	FORMAT
13th June		
Actua Tennis	PlayStation	Gremlin
ClayFighters Extreme	Nintendo 64/PlayStation	Interplay
Grand Theft Auto	PlayStation/Saturn	BMG
F-22 Raptor	PC CD-ROM	Interactive Magic
Independence Day	PlayStation/Saturn	EA
Z	PlayStation/Saturn	GT Interactive
20th June		
Bubble Bobble	PlayStation	Virgin
Dungeon Keeper	PC CD-ROM	EA
Jedi Knight: Dark Forces 2	PC CD-ROM	Virgin
Links '98	PC CD-ROM	Eidos
Wing Commander	PlayStation	EA
Resident Evil	PC CD-ROM	Virgin
27th June		
Fifa Soccer Manager	PC CD-ROM	EA
June (no set release)		
1943: European Air War	PC CD-ROM	Microprose
Battletech: Mech Commander	PC CD-ROM	Microprose
Carmageddon	PC CD-ROM	SCi
Conquest Earth	PC CD-ROM	Eidos

20th Jun


***Resident Evil* is coming to PC soon!**

5th Sep


Warp speed to September 5th and *StarFox*!

GAME NAME	COMPANY	FORMAT
Dark Reign	PC CD-ROM	Activision
Falcon 4.0	PC CD-ROM	Microprose
Hexen 2	PC CD-ROM	Activision
Sensible World of Soccer 2000	PC CD-ROM	GT Interactive
Shadow Warrior Shareware	PC CD-ROM	Eidos
Star Trek Generations 2	PC CD-ROM	Microprose
Star Trek - Klingons	PC CD-ROM	Microprose
Star Trek: Star Fleet Academy	PC CD-ROM	Interplay
Veile	PC CD-ROM	Microprose
X-COM: Apocalypse	PC CD-ROM	Microprose
4th July		
Syndicate Wars	PlayStation	EA
Warcraft 2	PlayStation	EA
10th July		
King of the FIghters '95	Saturn	Sega
Total Heaven	PC CD-ROM	Europress
11th July		
NBA Hangtime	Nintendo 64/PlayStation/Saturn	GT Interactive
NHL Open Ice	Nintendo 64	GT Interactive
War Gods	Nintendo 64/PlayStation/Saturn	GT Interactive
25th July		
Shadow Warrior	PC CD-ROM	Eidos
July (no set release)		
Manx TT	PC CD-ROM	(MMX, 3DFX) Psygnosis
Monster Trucks	PC CD-ROM	Psygnosis
1st August		
Fantastic Four	PlayStation	Acclaim
14th August		
Football Manager	PC CD-ROM	Europress
15th August		
Sierra Pro Pilot	PC CD-ROM	Sierra
Viper	Saturn/PlayStation	Ocean
1st September		
Constructor	PC CD-ROM	Acclaim
5th September		
Discworld 2	PlayStation	Psygnosis
Duke Nukem 3D	Saturn	GT Interactive
Marvel 2099	PlayStation	Mindscape
Starfox 64	Nintendo 64	THE Games
Ninja	PlayStation/Saturn	Eidos
25th September		
Heart of Darkness	Saturn	Sega
International Rally Championship	PC CD-ROM	Europress
26th September		
Bust a Move 3	PlayStation	Acclaim
Planet of the Apes	PlayStation/Saturn	EA
September (no set release)		
Deathtrap Dungeon	PC CD-ROM	Eidos
Dreadnought	PC CD-ROM	Ocean
Hamer	PC CD-ROM	Digital Integration
Perfect Assassin	PC CD-ROM	Grolier Interactive
Planet of the Apes	PC CD-ROM	EA
StarCraft	PC CD-ROM	Activision
Tomb Raider 1.1: Unfinished Business	PC CD-ROM	Eidos
Zork: Grand Inquisitor	PC CD-ROM	Activision

5th Sep



Saturn *Duke Nukem* looks incredible!

20th Jun



Prepare to be stunned by *Dungeon Keeper*.

WINNERS!

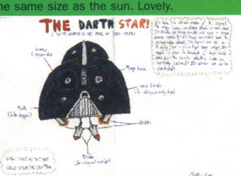
SOUL BLADE



What can we say? Have you lot got no imagination at all? Out of all the entries we received, we'd say that 95% of them featured the Death Blade/Soul Dagger etc etc. And I'm sure that nobody ever thought of that before. Which is why we plumped for something a little out of the ordinary as the winner. Laydeez and blokes, we present the Swords in the Head thingy. Basically, the bearer of this awesome weapon has the ability to store three swords in the top of their head. The first is a normal weapon, the second is a laser sword, and the third is a blade with a button on it to change it into anything! Cool. Congratulations go to **Zabe Ashig from Scotland**. Well done sir!

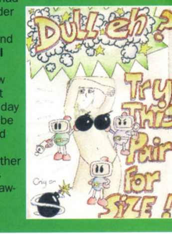
REBELLION

It may have seemed a simple compo on paper, but what a struggle designing a new super weapon to replace the Death Star proved to be. But throughout all of the usual entries the CVG Tower (Completely Versatile Galactic Tower) raised a small grin, but the winner was **Matthew Booton** for his Darth Star entry. A flying Darth Vadar head that is the same size as the sun. Lovely.



SATURN BOMBERMAN

Easily the most popular of the compos, 'design an ad' drew in loads of entries. What a variation we had too! Boom Raider was one of the first to arrive and the poster **Paul Beard** sent in, also drew a few admirers but at the end of the day there can only be one winner, and that was Craig Ward for his rather cheeky Try this pair for size drawing. Top stuff mate!



THREE CHEERS FOR...

...our chums Randy Spears and Darren at the HMV Secret Underground Base for supplying all of these release dates. But, even if a game slips horrendously and all you want to do is beat us or them up, you can't. Because we can't be held responsible for that, and neither can HMV. Got that? Lovely.





FREE 55-GAME KEYRING! IF YOU SUBSCRIBE TO CVG NOW!!



It's the hot craze about to take the UK by storm – LCD keyring toys! And together with the Tamagochi digital pets, the hottest miniature game has to be the fantastic 55-In-One keyring!

The name says it all – 55 excellent variations of four classic games – all on a gadget no bigger than a PlayStation memory card!
The ultimate in miniature gaming style! And thanks to our friends at Fire International we're giving our most faithful readers the chance to be one of the first members of the cool gaming elite. Subscribe NOW to CVG and you'll get a 55-In-One keyring completely free!!

TETRIS! An awesome version of the block-dropping puzzle game, that matches any we've played on any system! Worth it for this alone!

TURBO! A high-speed race game as you accelerate your sports car up the screen, steering out of the way of oncoming barriers!

GALAXIA! A minature shoot 'em up frenzy, as you blast away attacking aliens with your laser base!

SNAKE! Guide the hungry snake toward the power pills without hitting the sides. But watch out, the more it eats the longer it grows!

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FREE 55-GAME KEYRING



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Jin Kazama

NAME	COMMAND (☆ = LEVER NEUTRAL)	ESCAPE	PROPERTY	DAMAGE	NOTE
DOUBLE HIGH SWEEP	stand close to opponent [illegible]	[illegible]	Throw	10, 20	-
OVER THE SHOULDER REVERSE	stand close to opponent [illegible]	[illegible]	Throw	5, 8, 17	-
SHOULD FRIP	stand close to opponent's left side [illegible] or [illegible]	[illegible]	Throw	12, 19	-
OVER THE LIMIT	stand close to opponent's right side [illegible] or [illegible]	[illegible]	Throw	40	-
CHICKEN BUTCHER	stand close to opponent's back [illegible] or [illegible]	X	Throw	60	-
REVERSE THROW	show your back to opponent [illegible] or [illegible]	[illegible] OR [illegible]	-	-	← Throw differs depending on the part with which you catch the opponent. Turn around after throw.
STONEHEAD	stand close to opponent [illegible]→[illegible]	[illegible]	Throw	33	
ULTIMATE TACKLE	↓ (or ↙) [illegible]	[illegible]	Throw	5	
ULTIMATE PUNCH	during tackle [illegible]	[illegible] or [illegible]	Throw	5,5,5,5,5,	-
RISING UPPERCUT	→☆↓↘[illegible]		H	25	← when ↘ and [illegible] input at the same time, damage is 30. When [illegible] input after 18 frames of Rising Uppercut steps, damage is 21 and can not make opponent fly
CROSS ARM LOCK	during tackle [illegible]	see Paul's	Throw	25	
ULTIMATE PUNCH TO CROSS ARM LOCK	ultimate punch x 3 [illegible]	see Paul's	Throw	5, 5, 5, 25	
COMPLICATED WIRE	↓↙←[illegible]	[illegible]	Throw	35	
WRIST CLUTCH SLAM	stand close to opponent ↘[illegible]	[illegible]	Throw	38	
COUNTER ATTACK	←[illegible] (or ←[illegible])		Reversal	-	-
LEFT RIGHT COMBO	[illegible]		H, H	6, 10	-
LEAPING SIDE KICK	→→→[illegible]		M (stagger)	30	-
TSUNAMI KICK	while standing up [illegible]		M, M	13, 21	-
FLASH PUNCH COMBO	[illegible]		H, H, M	6, 8, 18	3rd hit delays
DEMON SCISSORS	[illegible]		M	25	
DRAGON UPPERCUT	→☆↓↘[illegible]		M	35	Damage 52 at clean hit
DRAGON UPPERCUT TO SPINNING MIDDLE KICK	→☆↓↘[illegible]		M, M	35, 20	Damage 49 at clean hit
DRAGON UPPERCUT TO SPINNING LOW KICK	→☆↓↘[illegible]		M, L	35, 12	Damage 49 at clean hit
DEMON SLAYER	[illegible]		H, H, H	6, 10, 18	3rd hit delays
TWIN PISTONS	while standing up [illegible]		M, M	10, 15	successive hit at counter hit
LEFT SPLITS KICK	→→[illegible]		M	23	-
LIGHTNING UPPERCUT	←[illegible]		Unblockable	40	-
SPINNING DEMON	→☆↓↘[illegible]		L, M	15, 15	← Damage of 1st hit immediately after →↓☆↘ is 18
LIGHTNING SCREW UPPERCUT	←[illegible]		Unblockable	80	
HEAVY BODY BLOW	←→[illegible]		M	18	← When 1st hit becomes counter hit, advance imput of 2nd and 3rd command makes successive hits. Opponent can recover by lever forward at 3rd hit
ROUND HOUSE TO TRIPLE SPIN KICK	[illegible]		H, L, L, M	25, 15, 12, 25	
HEEL DROP	[illegible]		M, M	10, 16	
893P	→[illegible]		M	18	
DEMON'S PAW	→→[illegible]		M	27	
TWIN LANCER	[illegible]		M, M	10, 16	← Damage is 12 when 2nd command quitted. 2nd hit delays. →→ for quick cancel-
SHOOT THE WORKS	[illegible]		H, H, M, M	6, 10, 25, 30	
SHOOT THE WORKS UPPER	[illegible]		H, H, M, M	6, 10, 25, 10	
UPPER CUT	while standing up [illegible]		M	18	-
LAZER CANNON	←→[illegible]		M, M, M	18, 14, 24	-2nd, 3rd hit delay
KNEE KICK	→[illegible]		M	12	
LAZER SCRAPER	←→[illegible]↘[illegible]		M, M, M	18, 14, 15	2nd, 3rd hit delay
TOOTH FAIRY	during side step [illegible]		M	16	Counter hit raise opponent higher
FORCE	←[illegible]		special guard	-	special guard
1-2 KNEE KICK	[illegible]		H, H, M	6, 10, 12	
3 RING CIRCUS	[illegible]		special M, H, H, M	5, 10, 10, 21	
3 RING CIRCUS COMBO	[illegible]↓[illegible]		special M, H, H, L	5, 10, 10, 14	
SPINNING HIGH KICK	→[illegible]		H	35	
BACK SPIN KICK	[illegible]		H	30	
SUPERCHARGER	[illegible]		special move	-	← This makes 1st attack counter hit, unable to guard during charging
DOUBLE LIFT KICK	↓[illegible]		special M, H	5, 20	

Eddy Gordo

NAME	COMMAND (☆ = LEVER NEUTRAL)	PROPERTY	DAMAGE	NOTE
1-2 ELBOWS	[illegible]	H, H	6, 15	-
BARBED WIRE (RAINMAKER)	[illegible]	H	15	[illegible] . . . I infinity. Damage 30 each from 2nd hit,
BARBED WIRE (RAINMAKER) TO HANDSTAND	[illegible]	H, M	15, 12	property high
SLIPPERY KICK (LEG CIRCLE)	[illegible]	L, L	10, 10	Lever neutral to Relax
SLIPPERY KICK (LEG CIRCLE) TO HANDSTAND	[illegible] ←	L, L	10, 10	-
SLIPPERY KICK (LEG CIRCLE) TO SIDE FLOP	[illegible] during [illegible]	L,L,L	10, 10, 15, 15	Add 2nd hit and after of Cut Crosser to Slippery Kick
BOOMARANG	[illegible] → [illegible]	M	16	-
SATELLITE MOON	[illegible]	M	25	-
SAMBA	[illegible]	M	20	-
HEAD BANGER-B	[illegible] ←	M	20	-
SAMBA TO SLIPPERY KICK	[illegible]	M, L, L	20, 10, 13	-
BUSHWACKER	[illegible]	L, M	12, 25	-
SHIN CUTTER	[illegible]	L, L	12, 15	[illegible] to Handstand
CUT CROSSER	[illegible]	L,L,L	12, 15, 15	[illegible] ← to Handstand
CUT CROSS HEADER	[illegible]	L,L,M	12, 12, 15	-
CUTTING LEG WHIPPER	[illegible] ☆ [illegible]	L, H	12, 15	Successive to Leg Whip series
BUSHWACKER TO HOT PLATE SPECIAL	[illegible] ☆ [illegible]	L, M	12, 13	-
ROUNDHOUSE	[illegible] or [illegible]	M	28	-
LEG WHIP	[illegible]	H	15	-
THONG BIKINI	[illegible]	H, L, M	15, 12, 25	Leg Whip series
MARS ATTACK	[illegible]	H, M, M	15, 12, 25, 20	Leg Whip series
SHIN CUTTER COMBO	[illegible]	H, H, M	8, 10, 20	-
KNEECAP CRUSHER	[illegible]	L	12	-
BACK HANDSPRING	[illegible]	M	25	[illegible] ← to Handstand
FIRE KICK	[illegible] (or [illegible]) [illegible]	M	20	-
FIRE KICK & RELAX	[illegible] (or [illegible]) [illegible] (or [illegible])	M	20	-
BRUSH FIRE	[illegible]	M	25	-
KNEE THRUSTER	[illegible]	M	20	-
BACK SUMMY	[illegible] → [illegible]	Special move	-	-
BACK SUMMY W/SCOOT KICK	[illegible] → [illegible] ↓	Special move	-	-
BACK SUMMY W/FIRE KICK	[illegible] → [illegible]	L	20	-
BACK SUMMY CROUCH	[illegible] → [illegible]	H	35	-
LUNGING BRUSH FIRE	[illegible] → [illegible]	M	30	-
LUNGING BRUSH FIRE TO LAYDOWN	[illegible] → [illegible] ↓	M	30	-
LUNGING BRUSH FIRE W/FADE AWAY	[illegible] → [illegible] ←	M	30	-
ILLUSION W/SPIN KICK	[illegible]	M, M	16, 28	-
FREAK SHOW	[illegible]	M	20	-
FREAK SHOW TO CROUCH	[illegible] ↓	-	-	-
TOE TAP	[illegible]	M	15	-
TOE TAP TO LAYDOWN	[illegible] ↓ or ↙	M	15	-
ELBOW UPPERCUT	[illegible]	M	15	-
CIRCLE KICK	while standing up [illegible]	M	20	-
FACE JAMMER	while standing up [illegible]	H	25	-
FRUIT PICKER	[illegible]	Unblockable	40, 40	[illegible] ← to cancel
SUPERCHARGER	[illegible]	Special Move	-	This makes 1st attack counter hit, unable to guard
HAMMERHEAD	while crouching [illegible]	M	30	during charging
TUCK N'ROLL	crouching [illegible]	Special Move	-	-
CRYING NEEDLE	crouching [illegible]	M	25	-
FRONT STINGER	crouching or while standing up [illegible]	M	20	-
FRONT STINGER W/RETREAT	crouching [illegible] ← or while standing up [illegible] ←	M	20	-
FRONT STINGER W/ROLL OUT	crouching or while standing up [illegible] + ↓	M	20	-
KNEE SLICER	while Relax [illegible]	M	10	-
LOW HEADER	while Relax [illegible]	M	20	-
IPANEMA WINGS	while Relax [illegible]	L	12	-
LOW FRONT STINGER	while Relax [illegible]	M	25	-
LOW FRONT STINGER CANCEL KICK	while Relax [illegible]	M	15	-
LOW FRONT STINGER COMBO	while Relax [illegible]	M, M	10, 25	-
REVERSE SCOOP UP KICK	while Relax [illegible]	M	20	-
SLIPPERY KICK COMBO	while Relax [illegible]	L, L	12, 10, 10	-
RIO DELIGHT	while Relax [illegible] ☆ [illegible]	L, M	7, 28	-

SERIES STARTING WITH HANDSTAND

NAME	COMMAND (☆ = LEVER NEUTRAL)	PROPERTY	DAMAGE	NOTE
HANDSTAND	[illegible]	Special Standing	-	To Relax
HANDSTAND BACKWARD	while Relax ←	Special Move	-	-
HANDSTAND FORWARD	while Relax ↘	Special Move	-	-
HANDSTAND WALKING	while Relax [illegible]	Special Step	-	-
HANDSTAND TO ARMADILLO	while Relax [illegible]	Special Move	-	-
HANDSTAND PERCH	while Relax ↓	Special Move	-	-
HANDSTAND TILT RIGHT (F)	while Relax [illegible]	Special Move	-	-
HANDSTAND TILT RIGHT (B)	while Relax [illegible]	Special Move	-	-
HANDSTAND TILT RIGHT (LOW KICK)	while Relax [illegible] or while Relax [illegible]	L	25	-
HANDSTAND TO HELICOPTER	while Relax [illegible]	Special M	12,12	-
HANDSTAND TO CIRCLE SIT	while Relax [illegible]	Special M, L	12, 12, 10, 10	-
HANDSTAND TO CIRCLE STAND	while Relax [illegible]	L, L	10, 13	-
HANDSTAND TO SCOOT KICK	while Relax [illegible] ←	L, L	10, 13	-
HANDSTAND TO GIANT STEP	while Relax [illegible]	L	15	-
HANDSTAND TO COMBO	while Relax [illegible]	Special Move	-	-
HANDSTAND TO FLOP KICK	while Relax ↓ [illegible]	M	25	-
HANDSTAND TO FLOP RIGHT	while Relax [illegible]	M	10	-
HANDSTAND TO FLOP LEFT	while Relax [illegible]	M	10	-
HANDSTAND TO CIRCUS	while Relax [illegible] ←	M, L	10, 12	-
HANDSTAND TO CARNIVAL	while Relax [illegible]	M, L, L	10, 12, 25	-
HANDSTAND TO SUPER CARNIVAL	while Relax [illegible] ←	M, L	10, 12	-
HANDSTAND TO CALIPSO	while Relax [illegible]	M, L, M	10, 1±5, 25	-
HANDSTAND TO DIVE	while Relax [illegible] → [illegible]	M	15	-
HANDSTAND TO STRAIGHT FLOP	while Relax [illegible] or [illegible]	M	10	-
HANDSTAND TO ROTATOR	while Relax [illegible] ↓ or [illegible] ↓	M	10	-

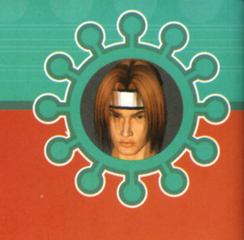
SERIES STARTING WITH SIDESTEP

NAME	COMMAND (☆ = LEVER NEUTRAL)	PROPERTY	DAMAGE	NOTE
REWINDER	[illegible]	Side step	-	Side step: far side
REWINDER	[illegible]	Side step	-	Side step: close side
JUMPING JACKS (RIGHT STEP PISTON KICK)	Side Step (or Rewinder) + [illegible]	M	25	-
JUMPING JACKS (RIGHT STEP PISTON KICK) TO LAYDOWN	Side Step (or Rewinder) + [illegible] ↓	M	25	-
JUMPING JACKS (RIGHT STEP PISTON KICK) TO BACK KICK	Side Step (or Rewinder) + [illegible]	M, M	25, 20	-
JUMPING JACKS (RIGHT STEP PISTON KICK) TO EVIL STINGER	Side Step (or Rewinder) + [illegible] ↓ [illegible]	M, L	25, 15	-
HOT PLATE SPECIAL	Side Step (or Rewinder) + [illegible]	M	15	-
HOT PLATE SPECIAL TO HANDSTAND	Side Step (or Rewinder) + [illegible] ←	M	15	Handstand to Duck position when
TWISTER (RIGHT STEP) SCOOP KICK TO BACK PLANT	Side Step (or Rewinder) + [illegible]	L	15	hit or guarded
TWISTER (RIGHT STEP) SWIRL KICK	Side Step (or Rewinder) + [illegible] ←	L	15	-
TWISTER (RIGHT STEP) SWIRL KICK TO BACK PLANT	Side Step (or Rewinder) + [illegible] ←	M	15	-
TWISTERS	Side Step (or Rewinder) + [illegible] ☆ [illegible]	L, L	15, 15	-
TWISTERS COMBO	Side Step (or Rewinder) + [illegible]	L, H	12, 20	-
JUMPING JACKS (RIGHT STEP)-HAND STAPS	Side Step (or Rewinder) + [illegible]	H	12, 15	-
JUMPING JACKS (RIGHT STEP)-MIRAGE	Side Step (or Rewinder) + [illegible]	H, M	12, 20	Enter [illegible] during 1st punch
JUMPING JACKS (RIGHT STEP)-ISLAND MIRAGE	Side Step (or Rewinder) + [illegible] ☆ [illegible]	H, H, M	12, 15, 13	-
JUMPING JACKS (RIGHT STEP)-WHEEL KICKS	Side Step (or Rewinder) + [illegible]	H, M	6, 6	-
JUMPING JACKS (RIGHT STEP)-WHEEL KICKS TO DUCK POSITION	Side Step (or Rewinder) + [illegible] ↓	H, M	6, 6	-
JUMPING JACKS (RIGHT STEP)-SAO PAULO SPECIAL	Side Step (or Rewinder) + [illegible]	H, M, M, M, M	6, 6, 30, 18, 20	-
JUMPING JACKS (RIGHT STEP)-DOS SOLE	Side Step (or Rewinder) + [illegible]	H	50	-
JUMPING JACKS (RIGHT STEP)-CRUNCHER	Side Step (or Rewinder) + [illegible]	M	18	-

NAME	COMMAND (☆=LEVER NEUTRAL)	ESCAPE	PROPERTY	DAMAGE	NOTE
REVERSE THROW	show your back to opponent [illegible] or [illegible]	[illegible] or [illegible]	Throw	-	Throw differs depending on part
RIO DEAL	stand close to opponent [illegible]	[illegible]	Throw	30	with which you catch the opponent.
RIO SPECIAL	stand close to opponent [illegible]	[illegible]	Throw	30	Turn around after throw
MISSILE LAUNCHER	stand opponent's left side [illegible] or [illegible]	[illegible]	Throw	40	-
SHADOW DANCER	stand opponent's right side [illegible] or [illegible]	[illegible]	Throw	42	-
AIR MAIL	stand close to opponent's back [illegible] or [illegible]	X	Throw	60	-
RODEO SPIN	[illegible] → [illegible]	[illegible]	Throw	55	-



Hwoarang



NAME	COMMAND (☆=LEVER NEUTRAL)	ESCAPE	PROPERTY	DAMAGE	NOTE
PICK POCKET	stand close to opponent		Throw	20, 10	-
HUMAN CANNONBALL	stand close to opponent		Throw	18, 12	-
BRING IT ON	stand close to opponent's left side or		Throw	38	5.7.10.6.10
DEADEND	stand close to opponent's right side or		Throw	22, 22	-
SLAUGHTERHOUSE	stand close to opponent's back or	X	Throw	55	-
REVERSE THROW	show your back to opponent or	or	Throw	-	← Throw differs depending on the part with which you catch the opponent, [illegible] around after throw
DOOR MAT	←		Throw	40	
LEG HOOK THROW	↙		Throw	30	
ROLL & CHOKE	→		Throw	30	-
LOWER DODGE	(or) or (or)	-	Reversal	-	-

AS A "LEFTY"				
NAME	COMMAND (☆ = LEVER NEUTRAL)	PROPERTY	DAMAGE	NOTE
RIGHT FLAMINGO FAINT	→ ☆	Special Move	-	without next input, back to "Lefty" standing
MOTION SWITCH		Special Move	-	-
MIGRANE - LEFTY		H,M	10, 12	-
BIG FISTS		H, H, M	6, 10, 12	back to Righty
TOE JAM - LEFTY		H, H	15, 27	to Left Flamingo to Righty
CHAINSAW KICK		H, M	15, 20	-
NOSE BLEEDER - LEFTY		H	32	opponent show his side when he guards
GRAND THEFT - LEFTY		M	20	-
SCREW KICK	→	M, H	18, 20	-
ECOLI - LEFTY		L, H	15, 40	opponent show his side when he guards 2nd hit to Righty
BACKLASH - LEFTY		H	36	damage 54 at clean hit; to Righty
MISDEMEANOR		H	28	opponent show his side at counter hit; to Righty
CHEAP SHOT		H	25	-
CHEAP SHOT-R-TREAT	←	H	25	-
BAD DANCER		H, L	25, 20	-
RIPOFF	→	H	25	opponent show his side when he guards
DISRESPECT - LEFT		Special Move	-	to Righty, show back to opponent
DISRESPECT - RIGHT	during Dis-respect - Left	Special Move	-	to Righty

AS A "RIGHTY"				
NAME	COMMAND (☆ = LEVER NEUTRAL)	PROPERTY	DAMAGE	NOTE
MOTION SWITCH		Special Move	-	-
LEFT FLAMINGO FAINT	→ ☆	Special Move	-	without next input, back to "Righty" stance
MIGRANE-RIGHT		H, H	5, 8	lever forward to damage 6, 8
SLICE & DICE		H, H, L	5, 8, 10	lever forward to damage 6, 8, 10
HOME SURGERY		H, H, L, H	5, 8, 10, 18	lever forward to damage 6.8, 10, 18
LEFT RIGHT		H, H	5, 10	lever forward to damage 6, 10
REJECTED		H, H, M	5, 10, 16	lever forward to damage 6, 10, 16
REJECTION		H, H, H	5, 10, 25	Damage 37 at clean hit
RUSTY KNIFE		M	15	to Lefty
TETANOUS	→	M	15	to Righty
BODY FLOW		M	10	-
HOT FEET		H, H, H, M	14, 10, 10, 20	-
TOE JAM - RIGHTY		H, H	14, 10	-
HARD ROCKER	→	H, H	14, 20	series starting w/Hot Feet
KITCHEN SINK	←	H, H, H	14, 10, 10	series starting w/Hot Feet
DA BOMB	→	H, H, H	14, 10, 25	series starting w/Hot Feet
DA BOMB TO RIGHT FLAMINGO		H, H, H	14, 10, 10	series starting w/Hot Feet
BLIZZARD KICKS		H, H, H, L	14, 10, 10, 10	series starting w/Hot Feet
RUDE BOY	→	H, M	14, 17	1st hit is same as Hot Feet
AX MURDERER - RIGHTY		H, M	14, 20	1st hit is same as Hot Feet
DOGGIE LIFT - RIGHTY		H	20	-
GRAND THEFT - RIGHTY		H, M	20, 15	-
BIRD HUNTER		L, H	7, 22	-
NOSE BLEEDER - RIGHTY		H	28	opponent show his side at counter hit
CRIPPLER		L	10	opponent show his side at counter hit
REPEATER		M	30	-
TSUNAMI KICK	while standing up	M, M	13, 15	to Lefty
TORPEDO KICK	→	M	30	-
SKY ROCKET	☆	M	23	-
MACHINE GUN KICK (CIVIL DISOBEDIENCE)		H, M, M, H	15, 12, 10, 25	-
DISORDERLY CONDUCT		H, M, H	15, 12, 20	to Right Flamingo. Lever forward to Righty stance. Series starting w/machine Gun Kick High
PARTY HEARTY		H, M, H, M	15, 12, 20, 15	series starting w/Machine Gun Kick High
ROCK YOUR WORLD		H, M, M, H	15, 12, 10, 20	to Right Flamingo. Lever forward to Righty stance. Series starting w/Machine Gun Kick
TOTAL OUTRAGE		H, M, M, H, M	15, 12, 10, 20, 15	Highseries starting w/Machine Gun Kick High
MENACE		H, M, L	15, 12, 7	-
MENACE TO SOCIETY		H, M, L, H	15, 12, 7, 13	to Right Flamingo. Lever forward to Righty stance. Series starting w/Menace
MENACE TO SOCIETY DOUBLE KICK		H, M, L, H, M	15, 12, 7, 13, 15	series starting w/Menace
PUBLIC ENEMY		M, M	17, 21	-
HUNTING HAWK		M, M, H	15, 14, 25	-
FLYING EAGLE		M	15, 28	-
SPIRAL TAP	→	M	30	-
DYNAMITE HEEL		Unblockable	40	← to cancel, Left Flamingo stance
ECOLI - RIGHTY	☆	M	22	-
SPIN KICK	↑	H	20	-
SUPERCHARGER		Special Move	-	This makes 1st attack counter hit, unable to guard during charging
DISRESPECT - RIGHTY		Special Move	-	to Lefty, show back to opponent
DISRESPECT - LEFT	during Dis-respect - Righty	Special Move	-	to Lefty

COMMANDS DURING LEFT FLAMINGO				
NAME	COMMAND (☆ = LEVER NEUTRAL)	PROPERTY	DAMAGE	NOTE
MOTION SWITCH		Special Move	-	-
LEFT FLAMINGO FAINT	→ ☆	Special Move	-	without next input, back to "Lefty" stance
LEFT FLAMINGO - LEFT PUNCH	during Left Flamingo	H	12	-
LEFT FLAMINGO - RIGHT PUNCH	during Left Flamingo	M	12	to Lefty
LEFT FLAMINGO - STEP KICK	during Left Flamingo	H	28	to Right Flamingo
LEFT FLAMINGO - CUTTER - RIGHT	during Left Flamingo	L	15	-
LEFT FLAMINGO - CUTTER - LEFT	during Left Flamingo	L	12	-
LEFT FLAMINGO - SNAP KICK	during Left Flamingo	M	18	to Lefty
LEFT FLAMINGO - SNAP SPIN KICK	during Left Flamingo	M	32	opponent shows his side when he guards
LEFT FLAMINGO - ROCKET LAUNCHER	during Left Flamingo	M, M, H	22, 10, 25	← 4th attack of Machine Gun Kick High
LEFT FLAMINGO - KICK COMBO	during Left Flamingo	M, M, H, M	22, 10, 20, 15	series starting w/Left Flamingo-Rocket Launcher
POWER BLAST	during Left Flamingo	Unblockable	80	← to cancel, Righty stance
LEFT FLAMINGO - BACK DASH	during Left Flamingo	Special Step	-	-
LEFT FLAMINGO - SIDE STEP A	during Left Flamingo	Special Step	-	-
LEFT FLAMINGO - SIDE STEP B	during Left Flamingo	Special Step	-	to Right Flamingo. Lever forward to Righty stance. Series starting w/Left Flamingo-
LEFT FLAMINGO - CANNON KICKS	during Left Flamingo	Special Step	22, 10, 20	← Rocket Launcher
LEFT FLAMINGO - STEPIN	during Left Flamingo	M, M, H	-	-

COMMANDS DURING LEFT FLAMINGO				
NAME	COMMAND (☆ = LEVER NEUTRAL)	PROPERTY	DAMAGE	NOTE
MOTION SWITCH		Special Move	-	-
RIGHT FLAMINGO FAINT	→ ☆	Special Move	-	without next input, back to "Lefty" standing
RIGHT FLAMINGO - RIGHT PUNCH	during Right Flamingo	H	12	-
RIGHT FLAMINGO - LEFT PUNCH	during Right Flamingo	M	12	-
RIGHT FLAMINGO - STEP KICK	during Right Flamingo	H	25	-
RIGHT FLAMINGO - CUTTER - RIGHT	during Right Flamingo	L	13	-
RIGHT FLAMINGO - CUTTER - LEFT	during Right Flamingo	L	15	to Righty
RIGHT FLAMINGO - SNAP KICK	during Right Flamingo	M	18	to Righty
RIGHT FLAMINGO - SNAP SPIN KICK	during Right Flamingo	H	32	opponent show his side when he guards
RIGHT FLAMINGO - RIGHT KICK	during Right Flamingo	M	20	counter hit = stagger
RIGHT FLAMINGO - STEPIN	during Right Flamingo	Special Step	-	-
RIGHT FLAMINGO - BACK DASH	during Right Flamingo	Special Step	-	-
RIGHT FLAMINGO - SIDE STEP A	during Right Flamingo	Special Step		-
RIGHT FLAMINGO - SIDE STEP B	during Right Flamingo	Special Step		-



Yoshimitsu

NAME	COMMAND (☆ = LEVER NEUTRAL)	PROPERTY	DAMAGE	NOTE
SAMURAI CUTTER	crouching ↙←↘	Unblockable	20	-
SHARK ATTACK BLOW	→→	M, H, M	40, 40, 30	-
BACK BLOW	→	H	12	opponent shows his back after hit
BACK FLIPPER	show back to opponent	H	15	Opponent shows his back after hit
SLAP-U-SILLY	during Indian Style	M	10, 12, 12, 14, 15	-
KANGAROO KICK	during Indian Style	M	30	-
SLAP-U-SILLY	→ ↙	H, M	12, 10, 10, 12, 12, 14, 15	-
WOOD CHOPPER	→→	M, Unblockable	20, 18	-
DOOR KNOCKER	↘	M, H, H, M	15, 12, 12, 18	Delay
DOOR KNOCKER TO BACK KNUCKLE	↘	M, H	15, 12	-
FLEA	↑ ↓ to cancel	Unblockable	30	-
AVOIDING THE PUDDLE	↑ (or ↖ or ↗)	M	25	-
SOLAR KICK	→→	M	22	-
LIFESUCKER	during Solar Kick or during Engergy Charge	Throw	-	Recover by draining power from opponent
ENERGY DRAIN	during Solar Kick → or during Engergy Charge	Throw	-	Heal opponent by decreasing own power
RUNNING FLEA	during Flea →→or ←←	Unblockable	15, 15, 15	-
JUMPING FLEA	during Flea ↖ or ↑ or ↗	Unblockable	25	-
SLAP-U-CRAZY	↘ ↙ . .	M, H, M	15, 12, 10, 10, 12, 12, 14, 15	-
DEATHCOPTER TRICK	↗ ←	Unblockable	35	-
MOONSAULT SLAYER	↓↘→	Unblockable	15, 28	-
BAD STOMAC	←	Unblockable	-	-
POISON BREATH	any button during Bad Stomach	Unblockable	35	-
HARAKIRI DANCE	↓ ← . .	Unblockable	3, 3, 3, 3, 3	-
YOSHIMITSU FLASH!	←	Reverse	35	-
YOSHIMITSU BLADE!	→→	M	18	↓ to sit down after counter hit (Property is throw when counter hit)
ENERGY CHARGE	during Side Step	Special Move	-	-
ENERGY FIELD	during Engergy Charge →	Unblockable	10	-
ANTS IN YOUR PANTS TO KANGAROO KICK	during Flea	M	30	-
BRONZE FIST	during Poison Wind ←	Special M	2	Series starting w/Poison Wind (Iron Fist)
STEEL FIST	during Bronze Fist	M	20	Series starting w/Poison Wind (Poison Wind)
GOLD FIST	during Silver Fist ↙	Unblockable	15	Series starting w/Poison Wind (Death Slash Fake)
SILVER FIST	during Steel Fist	Special M	15	Series starting w/Poison Wind (Back Flip)
POWERCHARGER		Special Move	-	This makes 1st attack counter hit, unable to guard during charging

NAME	COMMAND (☆=LEVER NEUTRAL)	ESCAPE	PROPERTY	DAMAGE	NOTE
REVERSE THROW	show your back to opponent or	or	Throw	-	Throw differs depending on the part with which you catch the opponent. Turn around after throw
JUMPING BODY SLAM	stand close to opponent		Throw	30	
SWORD HIT TO FACE	stand close to opponent		Throw	30	
WHEELS OF HELL	stand close to opponent's left side or		Throw	15, 25	-
SPIRITUAL DIVISION	stand close to opponent's right side or		Throw	15, 25	-
TORNADO DROP	stand close to opponent's back or	X	Throw	70	-
RAINBOW DROP	↓↙←		Throw	50	-
LOWER DODGE	↙ (or ↓) or ↙ (or) ↓		Reversal	-	advantage by 26 frames



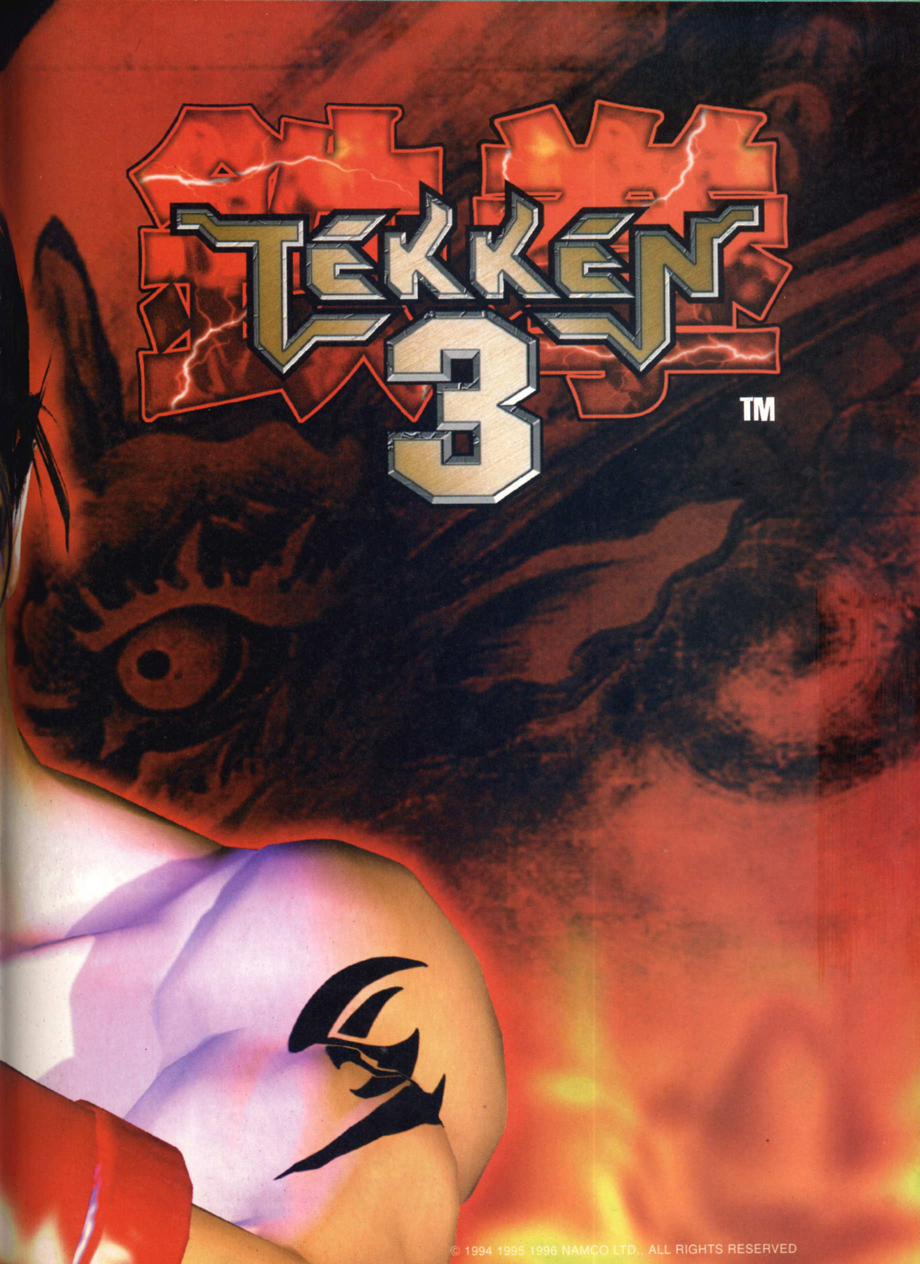


NAME	COMMAND (☆ = LEVER NEUTRAL)	PROPERTY	DAMAGE	NOTE
LEFT RIGHT COMBO		H, H	5, 12	lever forward to damage 6, 12
MID KICK		M	21	-
CATAPULT KICK HIGH	↓↑ (or ↖ or ↗)	M	↑28 ↖25 ↗35	-
CATAPULT KICK LOW	↑ (or ↖ or ↗)	M	↑22 ↖15 ↗25	to Left Somersault (M, 30)
SHAOLIN SPIN KICK		H, H, H	16, 12, 12	-
MACHINE GUN ARROW		H, H, H, H, H	10, 5, 5, 5, 5	successive to Rave War Combo
RAVE WAR COMBO	→	H, M, H	12, 6, 6	2nd and 3rd hit delay
RAVE WAR COMBO		H, H	12, 10	-
RAINBOW KICK	↓↑ (or ↖ or ↗)	M	30	damage 20 when hit opponent on the ground
DRAGON LOW KICK	during crouching	L	8	Successive to Triple Head Kick
TRIPLE HEAD KICK		H, H, H	18, 10, 10	-
MID KICK COMBO	during Triple Head Kick →	M	15	-
SLIDE KICK	while crouching ↘↓↘	L	17	-
CRESCENT KICK	↑	H, M	16, 30	-
RUNNING SIDE KICK	→→→	M (stagger)	30	-
CHARGE POWER PUNCH	(↑↑ to cancel)	Unblockable	100	-
DOUBLE IMPACT	while crouching	L, M	12, 21	-
LOW KICK TO SOMERSAULT	↓	L, M	7, 21	-
FRONT KICK TO SOMERSAULT	while standing up	M. M	12, 21	-
HIGH KICK TO RIGHT SOMERSAULT		H, M	18, 21	-
BODY BLOW TO SOMERSAULT	↓ (or ↓)	L, M	8 (10), 21	-
TRIPLE HEAD KICK TO SOMERSAULT	↓	L, H, H, H, M	8, 10, 10, 10, 21	successive to somersault from either of 1st - 3rd low and high kick
JUMPING KICK TO SOMERSAULT	↑ (or ↖ or ↗)	H, M	25, 25	-
QUICK SOMERSAULT		M	25	-
BACK FLIPPER	or ↑↑	M, M	25, 21, (25, 25)	-
DRAGON'S TAIL		L	25	-
RAMPAGE	while crouching	L, M	7, 21	-
SIDE KICK TO SOMERSAULT	while standing up	H, M	28, 25	-
JUNKYARD KICK	←	M, L, M	12, 8, 22	series starting w/Junkyard Kick
BLACKOUT	after supercharger	H	10	-
MUGGING	after supercharger	H, LM	10, 7	-
FROGMAN	↓	M	25, 27	hold ↓ to lay down
DRAGON WHIP			15	-
ELBOW SPRING KICK		M, M	15, 25	overhead kick starting w/elbow spring
POISON ARROW	→	M	40	-
SOMERSAULT FAKE	↓↑ (or ↖ or ↗) ☆	M	25	-
DRAGON STORM	←	M, M, M	12, 12, 15	2nd and 3rd kick delay
FAKE STEP	←	Reversal	-	advantage by 10 frames when succeed-
FAKE STEP BLOW	during Fake Steps	M	43	opponent shows his back
TRICKY TRAP	after Fake Step	H	12	
TRICKY FIST	after Fake Step	H	12	-
TRICKY LOW KICK	after Fake Step	L	15	-
TRICKY MID KICK	after Fake Step	M	22	-
SUPERCHARGER		Special Move	-	This makes 1st attack counter hit. unable to guard during charging
DOUBLE DRAGON	during Side Step	M, H	16, 22	-
DRAGON BACK BLOW	show back to opponent or	H	15	opponent shows his back
FAKE	↓↑ (or ↖ or ↗)	Special Move	-	-

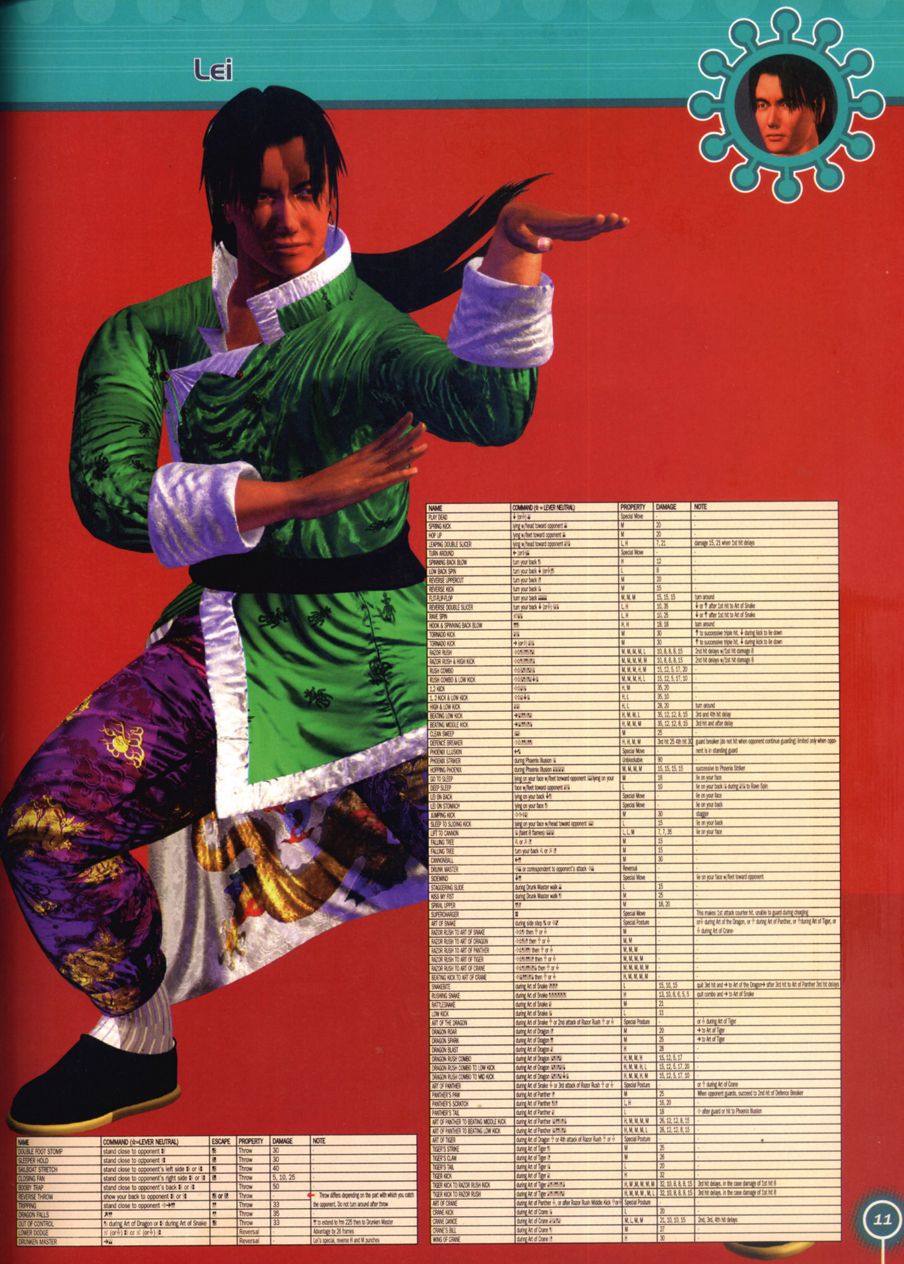
NAME	COMMAND (☆=LEVER NEUTRAL)	ESCAPE	PROPERTY	DAMAGE	NOTE
REVERSE THROW	show your back to opponent or	or	Throw	-	← Throw differs depending on the part with which you catch the opponent. Turn around after throw
HOPPING FROG	stand close to opponent		Throw	30	
DRAGON'S FIRE	stand close to opponent		Throw	7, 23	
HEADLOCK KICK	stand close to opponent's left side or		Throw	40	-
BALLBREAKER	stand close to opponent's right side or		Throw	42	-
DRAGON BITES	stand close to opponent's back or	X	Throw	50	-
HEADLOCK PUNCH	stand close to opponent ↘		Throw	30	-
HEADLOCK DROP	stand close to opponent ↘	X	Throw	35	-
KNEE LIFT	stand close to opponent →→		Throw	28	-
RUN UP TO DROP	→		Throw	30	-
UPPER DODGE	← (or ←)	-	Reversal	-	advantage by 7 frames
LOWER DODGE	↙ (or ↓) or ↙ (or ↓)	-	Reversal	-	advantage by 26 frames
FAKE STEP	←	-	Reversal	-	Law's special, reverse H and M punches


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NAME	COMMAND (☆ = LEVER NEUTRAL)	PROPERTY	DAMAGE	NOTE
PLAY DEAD	↓ (or⇓)	Special Move	-	-
SPRING KICK	lying w/head toward opponent	M	20	-
HOP UP	lying w/feet toward opponent	M	20	-
LEAPING DOUBLE SLICER	lying w/head toward opponent	L, H	7, 21	damage 15, 21 when 1st hit delays
TURN AROUND	← (or⇐)	Special Move	-	-
SPINNING BACK BLOW	turn your back	H	12	-
LOW BACK SPIN	turn your back ↓ (or⇓)	L	8	-
REVERSE UPPERCUT	turn your back	M	20	-
REVERSE KICK	turn your back	M	15	-
FLIT-FLIP-FLOP	turn your back	M, M, M	15, 15, 15	turn around
REVERSE DOUBLE SLICER	turn your back ↓ (or⇓)	L, H	10, 35	↓ or ↑ after 1st hit to Art of Snake
RAVE SPIN		L, H	10, 25	↓ or ↑ after 1st hit to Art of Snake
HOOK & SPINNING BACK BLOW		H, H	18, 18	turn around
TORNADO KICK		M	30	↑ to successive triple hit. ↓ during kick to lie down
TORNADO KICK	→ (or⇒)	M	30	↑ to successive triple hit. ↓ during kick to lie down
RAZOR RUSH	⇨☆	M, M, M, M, L	10, 8, 8, 8, 15	2nd hit delays w/1st hit damage 8
RAZOR RUSH & HIGH KICK	⇨☆	M, M, M, M, M	10, 8, 8, 8, 15	2nd hit delays w/1st hit damage 8
RUSH COMBO	⇨☆	M, M, M, H, M	15, 12, 5, 17, 20	-
RUSH COMBO & LOW KICK	⇨☆ ↓	M, M, M, H, L	15, 12, 5, 17, 10	-
1,2 KICK	⇨☆	H, M	35, 20	-
1, 2 KICK & LOW KICK	⇨☆ ↓	H, L	35, 10	-
HIGH & LOW KICK		H, L	28, 20	turn around
BEATING LOW KICK	→	H, M, M, L	35, 12, 12, 8, 15	3rd and 4th hit delay
BEATING MIDDLE KICK	→	H, M, M, M	35, 12, 12, 8, 15	3rd hit and after delay
CLEAN SWEEP		M	25	-
DEFENCE BREAKER	⇨☆	H, H, M, M	3rd hit 25 4th hit 30	guard breaker (do not hit when opponent continue guarding) limited only when oppo-
PHOENIX ILLUSION	←	Special Move	-	nent is in standing guard
PHOENIX STRIKER	during Phoenix Illusion	Unblockable	90	-
HOPPING PHOENIX	during Phoenix Illusion	M, M, M, M	15, 15, 15, 15	successive to Phoenix Striker
GO TO SLEEP	lying on your face w/feet toward opponent lying on your	M	18	lie on your face
DEEP SLEEP	face w/feet toward opponent	L	10	lie on your back during to Rave Spin
LEI ON BACK	lying on your back ↓	Special Move	-	lie on your face
LEI ON STOMACH	lying on your face	Special Move	-	lie on your back
JUMPING KICK	⇨⇨	M	30	stagger
SLEEP TO SLIDING KICK	lying on your face w/head toward opponent	L	15	lie on your back
LIFT TO CANNON	(faint 8 flames)	L, L, M	7, 7, 35	lie on your face
FALLING TREE	↖ or ↗	M	15	-
FALLING TREE	turn your back ↖ or ↗	M	15	-
CANNONBALL	←	M	30	-
DRUNK MASTER	⇨ or correspondent to opponent's attack ⇨	Reversal	-	-
SIDEWIND	↓	Special Move	-	lie on your face w/feet toward opponent
STAGGERING SLIDE	during Drunk Master walk	L	15	-
KISS MY FIST	during Drunk Master walk	M	25	-
SPIRAL UPPER		M	18, 20	-
SUPERCHARGER		Special Move	-	This makes 1st attack counter hit. unable to guard during charging
ART OF SNAKE	during side step or ⇨	Special Posture	-	or⇓ during Art of the Dragon, or ⇑ during Art of Panther, or ⇑during Art of Tiger, or
RAZOR RUSH TO ART OF SNAKE	⇨☆ then ⇑ or ⇓	M	-	⇓ during Art of Crane-
RAZOR RUSH TO ART OF DRAGON	⇨☆ then ⇑ or ⇓	M, M	-	-
RAZOR RUSH TO ART OF PANTHER	⇨☆ then ⇑ or ⇓	M, M, M	-	-
RAZOR RUSH TO ART OF TIGER	⇨☆ then ⇑ or ⇓	M, M, M, M	-	-
RAZOR RUSH TO ART OF CRANE	⇨☆ then ⇑ or ⇓	M, M, M, M, M	-	-
BEATING KICK TO ART OF CRANE	⇨ then ⇑ or ⇓	H, M, M, M, M	-	-
SNAKEBITE	during Art of Snake	L	15, 10, 15	quit 3rd hit and → to Art of the Dragon→ after 3rd hit to Art of Panther 3rd hit delays
RUSHING SNAKE	during Art of Snake	H	13, 10, 8, 6, 5, 5	quit combo and → to Art of Snake
RATTLESNAKE	during Art of Snake	M	21	-
LOW KICK	during Art of Snake	L	11	-
ART OF THE DRAGON	during Art of Snake ⇑ or 2nd attack of Razor Rush ⇑ or ⇓	Special Posture	-	or ⇓ during Art of Tiger
DRAGON ROAR	during Art of Dragon	M	20	→ to Art of Tiger
DRAGON SPARK	during Art of Dragon	M	25	→ to Art of Tiger
DRAGON BLAST	during Art of Dragon	H	28	-
DRAGON RUSH COMBO	during Art of Dragon	H, M, M, H	15, 12, 5, 17	-
DRAGON RUSH COMBO TO LOW KICK	during Art of Dragon	H, M, M, H, L	15, 12, 5, 17, 20	-
DRAGON RUSH COMBO TO MID KICK	during Art of Dragon ↓	H, M, M, H, M	15, 12, 5, 17, 10	-
ART OF PANTHER	during Art of Snake ⇓ or 3rd attack of Razor Rush ⇑ or ⇓	Special Posture	-	or ⇑ during Art of Crane
PANTHER'S PAW	during Art of Panther	M	25	When opponent guards, succeed to 2nd hit of Defence Breaker
PANTHER'S SCRATCH	during Art of Panther	L, H	16, 20	-
PANTHER'S TAIL	during Art of Panther	L	18	⇐ after guard or hit to Phoenix Illusion
ART OF PANTHER TO BEATING MIDDLE KICK	during Art of Panther	H, M, M, M, M	26, 12, 12, 8, 15	-
ART OF PANTHER TO BEATING LOW KICK	during Art of Panther	H, M, M, M, L	26, 12, 12, 8, 15	-
ART OF TIGER	during Art of Dragon ⇑ or 4th attack of Razor Rush ⇑ or ⇓	Special Posture	-	-
TIGER'S STRIKE	during Art of Tiger	M	25	-
TIGER'S CLAW	during Art of Tiger	M	26	-
TIGER'S TAIL	during Art of Tiger	L	20	-
TIGER KICK	during Art of Tiger	H	32	-
TIGER KICK TO RAZOR RUSH KICK	during Art of Tiger	H, M ,M, M, M, M	32, 10, 8, 8, 8, 15	3rd hit delays. in the case damage of 1st hit 8
TIGER KICK TO RAZOR RUSH	during Art of Tiger	H, M, M, M , M, L	32, 10, 8, 8, 8, 15	3rd hit delays. in the case damage of 1st hit 8
ART OF CRANE	during Art of Panther ⇓, or after Razor Rush Middle Kick ⇑or⇓	Special Posture	-	-
CRANE KICK	during Art of Crane	L	20	-
CRANE DANCE	during Art of Crane	M, L, M, M	21, 10, 10, 15	2nd, 3rd, 4th hit delays
CRANE'S BILL	during Art of Crane	M	27	-
WING OF CRANE	during Art of Crane	H	30	-

NAME	COMMAND (☆=LEVER NEUTRAL)	ESCAPE	PROPERTY	DAMAGE	NOTE
DOUBLE FOOT STOMP	stand close to opponent		Throw	30	-
SLEEPER HOLD	stand close to opponent		Throw	30	-
SAILBOAT STRETCH	stand close to opponent's left side or		Throw	40	-
CLOSING FAN	stand close to opponent's right side or		Throw	5, 10, 25	-
BOOBY TRAP	stand close to opponent's back or		Throw	50	-
REVERSE THROW	show your back to opponent or	or	Throw	-	← Throw differs depending on the part with which you catch
TRIPPING	stand close to opponent ⇨→		Throw	33	the opponent. Do not turn around after throw
DRAGON FALLS	↗		Throw	35	-
OUT OF CONTROL	during Art of Dragon or during Art of Snake		Throw	33	to extend to fm 225 then to Drunken Master
LOWER DODGE	↙ (or⇓) or ↙ (or⇓)		Reversal	-	Advantage by 26 frames
DRUNKEN MASTER	→		Reversal	-	Lei's special, reverse H and M punches



Nina Williams

NAME	COMMAND (☆ = LEVER NEUTRAL)	PROPERTY	DAMAGE	NOTE
LEFT RIGHT COMBO	[illegible]	H, H	4, 10	[illegible] successive to Left High Kick Lever forward to damage 5, 10
BLONDE BOMB	[illegible] or [illegible] or while standing up [illegible]	M	20, (30) 20	Damage 30 (45) 30 at clean hit
BERMUDA TRIANGLE	[illegible]	H (M), H, H	4, 10 (15), 15	starting w/[illegible] makes 2nd damage 15
JAB-ROUNDHOUSE	[illegible]	H, H	10, 15	-
DOUBLE SMASH	[illegible]	H, H	10, 20	-
JAB-SWEEP	[illegible]	H, L	10, 10	-
FORWARD FLIP KICK	[illegible] (or [illegible])	M	20	damage 30 at clean hit. When attack does not hit (guarded or unguarded), damage 5
LEG SLICER (COMBO)	[illegible]	M, H, H	10, 10, 6	to player
FLASH KICKS	[illegible]	M, H, H, H	10, 6, 8, 15	-
UPPERCUT-JAB	[illegible]	M, H	10, 15	[illegible] at the end to succeed to Bermuda Triangle
CAN OPENER	[illegible]	H, L, H	20, 10, 14	-
JAB TO MID KICK	[illegible] or while crouching [illegible]	Special M, M	5, 10	-
RUNNING JUMP KICK	[illegible]	M	20	hitting standing opponent succeeds to Crab Hold
POWER CHARGE	[illegible] ([illegible] to cancel)	Unblockable	95	-
LEFT HIGH TO RIGHT HIGH KICK	[illegible]	H, H	25, 15	-
SIT SPIN TO RIGHT HIGH KICK	[illegible] or [illegible]	L, H	12, 15	-
JAIL CRUSHER	[illegible]	H (M), H, L, H	4, 10 (15), 10, 15	starting w/[illegible] makes 2nd damage 15
JAIL CRUSHER TO UPPERCUT	[illegible]	H (M) H, L, M	4, 10 (15), 10, 10	starting w/[illegible] makes 2nd damage 15
DOUBLE EXPLOSION	[illegible]	H (M) H, H, H, M	4, 10 (15), 6, 6, 20	starting w/[illegible] makes 2nd damage 15
DOUBLE EXPLOSION	[illegible]	H (M) H, M	4, 10 (15), 20	Variation
L&R LOW KICK	↓ (or [illegible]) [illegible]	L, L	12, 7	-
GEYSER CANNON	[illegible]	M	25	-
SLICER	[illegible]	L	10	-
GEYSER CANNON COMBO	[illegible]	L, M	10, 25	-
RIGHT BACKHAND BODY BLOW	[illegible]	M	20	damage 30 at clean hit
SPIKE COMBO TO RIGHT HIGH KICK	[illegible]	H, L, H	25, 10, 15	-
SPIKE COMBO TO RIGHT UPPERCUT	[illegible]	H, L, M	25, 10, 10	-
SPIKE COMBO TO RIGHT LOW KICK	[illegible]	H, L, L	25, 10, 7	-
CREEPING SNAKE	[illegible]	M, H, H, L	10, 12, 6, 8	[illegible] or [illegible] during [illegible] to side step *
CREEPING SNAKE TO LEFT LOW KICK	[illegible]	M, H, L	10, 12, 10	[illegible] or [illegible] during [illegible] to side step *
CREEPING SNAKE TO LEFT HIGH KICK	[illegible]	M, H, H	10, 12, 20	[illegible] or [illegible] during [illegible] to side step *
CREEPING SNAKE TO RIGHT HIGH KICK	[illegible]	M, H, H	10, 12, 15	can be delayed. [illegible] or [illegible] during [illegible] to side step *
SHAKESHOT	during side step [illegible]	M	15	not successive from * mark side step
LIFTSHOT	during side step [illegible]	M	15	not successive from * mark side step counter hit flaws opponent higher
FLASH KICK TO LEFT LOW KICK	[illegible]	M, H, H, L	10, 6, 8, 10	-
FLASH KICK TO BLONDE BOMB	[illegible]	M, H, H, H, H, M	10, 6, 8, 10, 6, 20	-
BLONDE TO RIGHT UPPERCUT	[illegible]	H, L, M	15, 15, 10	lever forward to damage 16, 15, 10
BLONDE TO RIGHT LOW KICK	[illegible]	H, L, L	15, 15, 7	lever forward to damage 16, 15, 7
BLONDE TO RIGHT HIGH KICK	[illegible]	H, L, H	15, 15, 15	lever forward to damage 16, 15, 15
HOPPING LOW KICK TO RIGHT UPPERCUT	[illegible]	L, M	25, 10	-
HOPPING LOW KICK TO LEFT MID KICK	[illegible]	L, M	25, 15	-
HOPPING LOW KICK TO RIGHT HIGH KICK	[illegible]	L, H	25, 15	-
LEFT MIDDLE TO RIGHT HIGH KICK	[illegible]	M, H	10, 15	-
TOE KICK	↓ (or [illegible]) [illegible]	Special M, M	8 (10), 15	-
BITING SNAKE	[illegible]	H (M) H, H, L	4, 10, (15), 6, 8	starting w/[illegible] makes 2nd damage 15
RIGHT LOW KICK TO BACK SPIN CHOP	↓ (or [illegible]) [illegible]	L, H	10 (7), 10	can be delayed. [illegible] or [illegible] during Back Spin Chop to cancel chop and to side step
RIGHT HIGH TO LEFT SPIN LOW KICK	[illegible]	H, L	15, 15	lever forward to damage 16, 15
LEFT SPIN LOW KICK TO RIGHT UPPERCUT	↓ (or [illegible]) [illegible]	L, M	12, 10	-
PDK COMBO TO RIGHT UPPERCUT	[illegible]	H, L,M	10, 10, 10	-
PDK COMBO TO RIGHT HIGH KICK	[illegible]	H, L, H	10, 10, 15	-
LEFT BACKHAND BODY BLOW	← [illegible]	H	15	-
ASSAULT BOMB	[illegible]	M, H, H, M	10, 10, 6, 20	-
SHUT UP	[illegible]	M	24	-
TWISTED MIND	while opponent is down [illegible] or [illegible]	Down	20	damage 10 when not trumbling
BAD HABIT	[illegible] or [illegible]	M	25	-
WIPE THE FLOOR	↓ [illegible]	L	18	-
SLAP	← [illegible]	H	15	-
DOUBLE SLAP	[illegible]	H, H	15, 18	when only 2nd attack hit, opponent shows his side
HEEL SLICER	during side steo [illegible]	L	10	-
PANTHER CLAW	[illegible]	H	21	-
QUICK PANTHER CLAW	[illegible]	H	15	Range shorter than Panther Claw, property M when opponent is during crouching for-
HELPING HAND	[illegible]	M	10	ward move-
ASSASIN DAGGER	[illegible]	H	20	opponent shows his side
SPIRAL EXPLOSION	during side step [illegible]	M	20	damage 30 at clean hit
EVIL MIST	[illegible]	H Unblockable	0	stagger
SUPERCHARGER	[illegible]	Special Move	-	This makes 1st attack counter hit, unable to guard during charging

NAME	COMMAND (☆=LEVER NEUTRAL)	ESCAPE	PROPERTY	DAMAGE	NOTE
ARM GRAB FLIP	stand close to opponent [illegible]	[illegible]	Throw	30	-
OVER THE BA CK TOSS	stand close to opponent [illegible]	[illegible]	Throw	30	-
SHOULDER THROUGH BUSTER	stand close to opponent [illegible]	[illegible]	Throw	35	-
SHOULDER THROUGH ARM BREAKER	during Shoulder Through Buster [illegible]	X	Throw	10	-
TRIANGLE HOLD	stand close to opponent's left side [illegible] or [illegible]	[illegible]	Throw	40	-
HAMMER THROW	stand close to opponent's right side [illegible] or [illegible]	[illegible]	Throw	38	-
REVERSE THROW	show your back to opponent [illegible] or [illegible]	[illegible] or [illegible]	Throw	-	Throw differs depending on the part with which you catch the
LEAPING TRIANGLE HOLD	stand close to opponent's back [illegible] or [illegible]	X	Throw	60	opponent. Turn around after throw
COUNTER ATTACK	correspondent to opponent's attack [illegible] or [illegible]	-	Reversal	-	-
LOWER DODGE	[illegible] ([illegible]) [illegible] or [illegible] or [illegible]	-	Reversal	-	advantage by 26 frames
ELBOW SMASH	stand close to opponent [illegible]	[illegible]	Throw	50	-
JUMPING FLIP	stand close to opponent [illegible]	[illegible]	Throw	40	-
BACK HAND SLAP	stand close to opponent [illegible]	[illegible]	Throw	15	-
ARM SNAP	during Back Hand Slap [illegible]	[illegible]	Throw	30	If escaped, retaliative damage 5
ARM BREAK	during Back Hand Slap [illegible]	[illegible]	Throw	20	If escaped, retaliative damage 5
DOUBLE ARM BREAK	during Arm Break [illegible]	[illegible]	Throw	25	If escaped, retaliative damage 20
FALLING ARM BREAK	during Arm Break [illegible]	[illegible]	Throw	25	If escaped, retaliative damage 20
TRIPLE SLAPS	during Back Hand Slap [illegible]	[illegible]	Throw	15, 15	If escaped, retaliative damage 5
NECK CRUSHER	during Triple Slaps [illegible]	[illegible]	Throw	35	If escaped, retaliative damage 5
LEG STRETCH ARM LOCK HOLD	during Triple Slaps [illegible]	[illegible]	Throw	45	If escaped, retaliative damage 5
CRAB HOLD	stand close to opponent [illegible]	[illegible]	Throw	15	-
HEEL HOLD	during Crab Hold [illegible]	[illegible]	Throw	20	If escaped, retaliative damage 18
LEAPING HEEL HOLD	[illegible]	[illegible]	Throw	20, 20	successive to Triangle Hold or Double Heel Hold. If escaped,
LEG CROSS HOLD	during Heel Hold [illegible]	[illegible]	Throw	35	retaliative damage 18
DOUBLE HEEL HOLD	during Heel Hold [illegible]	[illegible]	Throw	45	-
COMMANDO ARM LOCK	during Crab Hold [illegible]	[illegible]	Throw	35	If escaped, retaliative damage 18
BETRAYER	stand close to opponent [illegible]	X	Throw	15	-
TWISTED NIGHTMARE	during Betrayer [illegible]	[illegible]	Throw	28	-
LEG STRETCH ARM LOCK HOLD	during Twisted Nightmare [illegible]	[illegible]	Throw	45	-
NECK CRUSHER	during Twisted Nightmare [illegible]	[illegible]	Throw	35	-
ARM BREAKER	during Betrayer [illegible]	[illegible]	Throw	20	-
DOUBLE ARM BREAK	during Arm Breaker [illegible]	[illegible]	Throw	25	If escaped, retaliative damage 20
FALLING ARM BREAK	during Arm Breaker [illegible]	[illegible]	Throw	25	If escaped, retaliative damage 20



Paul Phoenix

NAME	COMMAND (☆ = LEVER NEUTRAL)	PROPERTY	DAMAGE	NOTE
LEFT RIGHT COMBO	[illegible]	H, H	5, 15	lever forward to damage 6, 15
JAB-ROUNDHOUSE	[illegible]	H, H	12, 21	-
QUICK PK COMBO	forward [illegible]	H, H	12, 20	-
JAB-SWEEP	[illegible] ↓ [illegible]	H, L	12, 8	-
REVERSE PDK COMBO	[illegible]	H, L	5, 8	-
SHREDDER	[illegible]	M, M	17, 28	-
PHOENIX SMASHER	[illegible]	M	33	damage 49 at clean hit
BONE BREAKER	during crouching [illegible]	L, M	15, 20	-
NEUTRON BOMB	[illegible]	M (stagger)	20	-
DOWN STRIKE	(opponent is down) during crouching [illegible]	down	16	-
DOUBLE HOP KICK HIGH	[illegible]	M, M, H	20, 15, 25	-
TRIPLE KICK COMBO	[illegible] (or [illegible]) [illegible]	M, M, M	20, 15, 15	-
DOUBLE HOP KICK LOW	[illegible] (or [illegible]) [illegible]	M, M, L	20, 15, 15	-
HAMMER PUNCH	during crouching [illegible]	M	15	-
HAMMER PUNCH TO POWER PUNCH	during crouching [illegible]	M, M	15, 26	-
HANG OVER	during crouching [illegible]	M, L, M	15, 15, 21	-
JAW BREAKER	while crouching ↘ [illegible]	M	21	-
GUT BUSTER	while crouching ↘ [illegible]	M, M	21, 25	2nd hit delays, damage 20, 19 at delay attack
STONE BREAKER	while crouching ↘ [illegible]	M, L	21, 21	2nd hit delays
FLASH ELBOW	[illegible] → [illegible]	M	15	-
BURNING FIST	← [illegible]	Unblockable	100	-
INCOMPLETE SOMERSAULT	↓ (60 flames) [illegible]	M	25	damage 15 to player
SHOULDER TACKLE	[illegible]	M	20	-
THRUSTER	[illegible]	H	20	-
HAMMER OF THE GODS	[illegible]	M	32	-
SUPERCHARGER	[illegible]	Special Move	-	This makes 1st attack counter hit, unable to guard during charging
SWAY	[illegible] ←	Special Move	-	-
RUBBERBAND ATTACK	[illegible]	M	18	-
GOD HAMMER PUNCH	[illegible]	M	15	-
SWAY & LOW KICK	[illegible]	L	12	-
RAPID FIRE	[illegible]	L, M	12, 15	-
RAPID FIRE TO PHOENIX SMASHER	[illegible]	L, M, M	12, 21, 25	3rd hit delays, damage 12, 21, 19 at delay attack
RAPID FIRE TO STONE BREAKER	[illegible]	L, M, L	12, 21, 21	3rd hit delays

NAME	COMMAND (☆=LEVER NEUTRAL)	ESCAPE	PROPERTY	DAMAGE	NOTE
OVER THE SHOULDER	stand close to opponent [illegible]	[illegible]	Throw	30	-
SHOULDER POP	stand close to opponent [illegible]	[illegible]	Throw	30	-
DRAGON SCREW	stand close to opponent's left side [illegible] or [illegible]	[illegible]	Throw	45	-
FALL AWAY	stand close to opponent's right side [illegible] or [illegible]	[illegible]	Throw	40	-
REVERSE NECK THROW	stand close to opponent's back [illegible] or [illegible]	X	Throw	50	-
REVERSE THROW	show your back to opponent [illegible] or [illegible]	[illegible] or [illegible]	Throw	-	Throw differs depending on the part with which you catch the opponent. Turn around after throw
COUNTER ATTACK	correspondent to opponent's attack ← [illegible] or ← [illegible]	-	Reversal	-	
FOOT LAUNCH	← [illegible]	[illegible]	Throw	35	
PUSH AWAY	stand close to opponent [illegible] → [illegible]	[illegible]	Throw	35	
TWIST & SHOUT	stand close to opponent ↘ [illegible]	[illegible]	Throw	40	-
ULTIMATE TACKLE	↙ [illegible]	← [illegible]	Unblockable throw	5	-
ULTIMATE PUNCH	during tackle [illegible]	[illegible] or [illegible]	Throw	5, 5, 5, 5, 5	-
ULTIMATE CHOKE	during tackle [illegible] ↓ [illegible]	X	Throw	5, 8, 8, 35	-
ARM BREAKER	during tackle [illegible]	see Kings	Throw	25	-
ULTIMATE PUNCH TO ARM BREAKER	Ultimate Punch x 3 [illegible]	see Kings	Throw	5, 5, 5, 25	-

Ling Xiaoyu



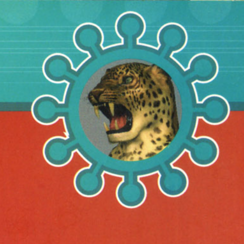
STANDING				
NAME	COMMAND (☆ = LEVER NEUTRAL)	PROPERTY	DAMAGE	NOTE
STORMING FLOWER	↙[button]	M	25	damage 35 at clean hit. False Salute after counter hit
BAYONET	[button][button]	H, H	4, 7	lever forward to damage 5, 7
BAYONET MCTWIST	[button]↓[button]	H, M	4, 10	lever forward to damage 5, 10
GREAT WALL - LEFT	←[button]	M	10	-
GREAT WALL - RIGHT	←[button]	M	10	-
BUTTER THE BREAD (BELLY CHOP- FORWARD)	↘[button]	M	10	-
BELLY CHOP - BACKWARD	↘[button]	M	10	-
SINGLE FAN - BACKWARD	↑[button]	M	5	-
SINGLE FAN - FORWARD	↑[button]	M	5	-
DOUBLE FAN - FORWARD	↑[button]	M	5, 8	-
HYDRANGEA (DOUBLE FAN - FORWARD)	↑[button][button]	M	5, 8, 12	-
FORTUNE COOKIE	↑[button][button][button]	M	5, 8, 12, 25	-
GINGER SNAP	↑[button][button]	M	5, 8	-
FLAPPING WINGS (SUNSET FAN)	↓[button]	M	7, 7, 7	-
FLAPPING WINGS	↓[button]	M	7, 7, 7	-
APRIL SHOWERS	[button][button]	H, M	8, 10	-
MAY FLOWERS	[button]↘[button]	H, M	8, 10	-
SUNFLOWER	while standing up [button]	M	12	-
BUTTER THE BREAD	↘[button]	M	15	-
LOTUS TWIST	while crouching ↘[button][button]	Special M	10, 15	-
SHADY LOTUS	while crouching ↘[button]↘	Special M	10	-
CLOUD KICK	→[button]	H	25	-
RACCOON SWING	→→[button]	M	13	-
FIRE DANCER	while crouching [button][button][button]	L,H,H,M	8, 6, 6, 12	4th hit delays
STEP KICK	→→[button]	M	25	-
FLOWER GARDEN (DOUBLE MAP SWEEP)	while crouching ↘[button][button]	L, L	6, 10	stop at 2nd hit to Art of Phoenix
SKYSCRAPER KICK	while standing up [button]	M	14	-
CYANIDE	↗[button]	M	25	opponent down at counter hit
HYPNOTIST	←[button]	Special Move	-	-
SPIN STICKER	during Hypnotist [button]	M	25/30/35	damage changes depending on walk distance at clean hit: 37, 45, 49
THUNDER STRIKE	during Hypnotist [button]	Unblockable	40/50/80	damage changes depending on walk distance
SUNFLOWER (WAKE UP CALL)	while standing up[button]→	M	12	to face to face position
X MARKS THE SPOT	→→[button][button]	M, M	12, 27	opponent bounds on ground at counter hit
NUTCRACKER	↙[button]	L	10	opponent down at counter hit
FRONT LAYOUT	→→[button]	M	25	hit opponent on the ground
KNEE CRACKER	↙[button]	Guard Breaker	-	guard breaker opponent stuns longer at clean hit
CARTWEEL	→[button]	Special Move	-	move to opponent's right side
CARTWEEL	→[button]	Special Move	-	move to opponent's left side
LEFT SPINNER	[button]	Special Move	-	side step-far
RIGHT SPINNER	↓[button]	Special Move	-	side step-close
LOW BACK TURN	while crouching ↙[button]	Special Move	-	-
FALSE SALUTE	[button]	Special Move	-	-
GREETINGS	[button]	Special Move	-	hit w/o damage
SUPERCHARGER	[button]	Special Move	-	This makes 1st attack counter hit. unable to guard during charging

ART OF PHOENIX				
NAME	COMMAND (☆ = LEVER NEUTRAL)	PROPERTY	DAMAGE	NOTE
ART OF PHOENIX	↓[button]or↓[button]	-	-	-
ART OF PHOENIX TO LEFT HANDFULL	during Art of Phoenix [button]	M	7	-
ART OF PHOENIX TO RIGHT HANDFULL	during Art of Phoenix [button]	M	12	-
ART OF PHOENIX TO WAVE CREST - QUICK	↓[button][button] or immediately after Art of Phoenix [button]	M	14	quick start, long stun
ART OF PHOENIX TO WAVE CREST - POWER	during Art of Phoenix [button]	M	16	slow start, short stun
ART OF PHOENIX TO WAVE CREST - HEAVY	during Art of Phoenix ↓[button]	M	25	slow start, shorter stun
ART OF PHOENIX TO KNEE STABBER	during Art of Phoenix [button]	L	15	-
ART OF PHOENIX TO DOUBLE BARREL SHOTGUN	during Art of Phoenix ↖ or ↑ or ↗[button][button]	M, H	15, 23	-
ART OF PHOENIX TO DOUBLE SCISSOR KICK	during Art of Phoenix ↖ or ↑ or ↗[button][button]	M, M	15, 25	-
ART OF PHOENIX TO SKY KICK	during Art of Phoenix ↖ or ↑ or ↗ at Landing [button]	L	19	-
ART OF PHOENIX TO JUMPING PIROUETTE	during Art of Phoenix ↖ or ↑ or ↗☆[button]	M	30	opponent shows his back at hit
ART OF PHOENIX TO BACK KICK	during Art of Phoenix [button]	M	23	-
ART OF PHOENIS TO FLOWER SCISSORS	during Art of Phoenix [button]←	M	23	-
ART OF PHOENIX TO FIRECRACKER	during Art of Phoenix [button][button]	L	15	-
ART OF PHOENIX TO FIRECRACKER - SIDE STEP	during Art of Phoenix [button][button]↑	L	15	rolling - far
ART OF PHOENIX TO FIRECRACKER - SIDE STEP	during Art of Phoenix [button][button]↓	L	15	rolling - close
ART OF PHOENIX TO FLOWER GARDEN	during Art of Phoenix →[button][button]	L, L	7, 10	-
ART OF PHOENIX TO FLOWER POWER	during Art of Phoenix ↑[button][button]	M, M	8, 12	↑[button] of Flower Power to show back to opponent
ART OF PHOENIX TO CRANE KICK	during Art of Phoenix ↖ or ↑ or ↗☆[button]	M	25	
ART OF PHOENIX TO BUTTERFLY	during Art of Phoenix ↓	Special Move	-	-
ART OF PHOENIX TO JUMP	during Art of Phoenix ↑	Special Move	-	-
ART OF PHOENIX TO BACK TURN	during Art of Phoenix →[button]	Special Move	-	-
ART OF PHOENIX TO ROLL BALL	during Art of Phoenix →[button]	Special Move	-	-

SHOWING BACK				
NAME	COMMAND (☆ = LEVER NEUTRAL)	PROPERTY	DAMAGE	NOTE
RAIN DANCE	←[button]	-	-	-
DARK & STORMY	during Rain Dance [button][button][button]	H, H, M	10, 10, 15	3rd hit delays
MISTRUST	during Rain Dance [button]	M	16	-
BACK CIRCLE BREAKER (FORWARD)	during Rain Dance ↓[button]	L	15	-
BACK CIRCLE BREAKER (AWAY)	during Rain Dance ↓[button]	L	15	-
CYCLONE (LEFT)	during Rain Dance →[button][button]	M	25	-
BACK LAYOUT	during Rain Dance →→[button]	M	20	-
ULTRA PHOENIX	during Rain Dance ↓[button]	Special Move	-	-
CALIFORNIA ROLL	during Rain Dance →[button]	Special Move	-	to crouching
SPIN TORNADO	during Rain Dance [button]	Special Move	-	side step - far
SPIN TORNADO	during Rain Dance ↓	Special Move	-	side step - close

NAME	COMMAND (☆=LEVER NEUTRAL)	ESCAPE	PROPERTY	DAMAGE	NOTE
JADE	stand close to opponent [button]	[button]	Throw	10, 20	
RUBY	stand close to opponent [button]	[button]	Throw	30	-
ARM FLIP	stand close to opponent's left side [button] or [button]	[button]	Throw	45	-
DUMP THE BUCKET	stand close to opponent's [button] or [button]	[button]	Throw	38	-
CRANK UP	stand close to opponent's back [button] or [button]	X	Throw	50	-
REVERSE THROW A	show your back to opponent [button] or [button]	[button] or [button]	Throw	-	← Throw differs depending on the part with which you catch the opponent. Do not turn around after throw
REVERSE THROW B	show your back to opponent →→[button] or →→[button]	[button] or [button]	Throw	-	
CRADLE THROW	during Art of Phoenix ↓[button] or ↓[button]	[button] or [button]	Throw	-	
SO SHOE ME	→[button][button]	[button]	Throw	4	
BACK LAYOUT	show your back to opponent →→[button]	-	Throw	17, 30	
DISLOCATER	stand close to opponent ↓↙←[button]	[button]	Throw	35	
UPPER DODGE	←[button]	-	Reversal	-	-
LOWER DODGE	↓[button] or ↙[button]	-	Reversal	-	-
REVERSE UPPER DODGE	showing your back to opponent [button]	-	Reversal	-	-
REVERSE LOWER DODGE	showing your back to opponent ↓[button]	-	Reversal	-	

King



NAME	COMMAND (☆ = LEVER NEUTRAL)	PROPERTY	DAMAGE	NOTE
PALM ATTACK		H, H	6, 15	lever forward to damage 7, 15
PALM ATTACK TO ATTACK		H, H, M	6, 15, 10	lever forward to damage 7, 15, 10
EXPLODER	or	M (stagger)	25	-
RUNNING EXPLODER		H (stagger)	40	property becomes M occasionally
KONVICT KICK		M	30	-
CAPITAL PUNISHMENT		M	35	-
STAGGER KICK	or ↓↘	L, L, L	13, 7, 7	-
STAGGER KICK	or ↓↘	L, L, L, L, L	17, 7, 5, 4, 3	damage changes at counter hit. 3rd hit and after are blockable
ELBOW DROP	(or or)	M	35	-
K'S FLICKER		M	20	opponent is tossed up at counter hit
STOMACH SMASH	☆	L	6	stagger at counter hit
CROUCHING UPPERCUT	↓↘	M	20	-
HEAD FIRST LUNGE		start H, later L (stagger)	15	-
FRANKEN STEINER		M	15	-
JAB UPPERCUT		H, M	10, 12	lever forward to damage 12, 10
JAB UPPERCUT	while crouching	Special M, M	5, 15	-
MOONSAULT BODY PRESS		Unblockable	25	or show back to opponent
JAGUAR LARIAT	→	H Unblockable	50	-
ELBOW DROP		M	15	-
SPINNING UPPERCUT	after 1st hit of Stagger Kick	M	10	When Stagger Kick is counter, successive from either 1st 2nd 3rd hit
DISGRACEFUL KICK		H	20	damage 30 at clean hit
HEAD SPINNER		M, M	15, 21	can be delayed a little. successive
ATOMIC BLASTER	turn back	H Unblockable	50	-
DEADLY BOOMERANG	during side step	H	60	-
LAY OFF	stand close to opponent →	Unblockable	-	advantage by 16 flames
BLACK BOMB	☆	M	28	opponent bounds on ground at counter hit
LEG BREAKER	↓	L	21	-
KNOCKOUT PUNCH	during side step	H	30	stagger at counter hit
SHOULDER TACKLE		M	40	-
SUPERCHARGER		Special Move	-	This makes 1st attack counter hit. unable to guard during charging

NAME	COMMAND (☆=LEVER NEUTRAL)	ESCAPE	PROPERTY	DAMAGE	NOTE
WINDING NUT	stand close to opponent		Throw	35	-
SUPLEX	stand close to opponent		Throw	35	-
ARGENTINA BACKBREAKER	stand close to opponent's left side or		Throw	20, 20	-
KNEE CRUSHER	stand close to opponent's right side or		Throw	42	-
HALF BOSTON CLUB	stand close to opponent's back	X	Throw	60	-
COBRA TWIST	stand close to opponent's back	X	Throw	60	-
STRETCH BUSTER	stand close to opponent's back →	X	Throw	75	-
REVERSE THROW	show your back to opponent or	or	Throw	-	Throw differs depending on the part with which you catch the opponent. Turn around after throw.
FALLING HEADLOCK	stand close to opponent ↓ ↙		Throw	55	
TOMBSTONE PILE DRIVER	stand close to opponent →		Throw	58	-
SPINNING THROW	stand close to opponent →		Throw	70	damage decrease to 35 by defensive fail
FRANKENSTEINER		X	Throw	45	-
FRANKENSTEINER		X	Throw	15 + 45	-
FIGURE FOUR LEG LOCK	stand close to opponent ↙		Throw	32	by opponent reverse w/Reverse Figure Four Leg Lock (damage 26 to King)
KNEE BASH	stand close to opponent ↘		Throw	30	
MUSCLE BUSTER	←		Throw	50	-
JUMPING POWER BOMB	close to crouching opponent or		Low Throw	45	-
LOWER DODGE	(or) or (or)	-	Reversal	-	Advantage by 26 frames
LEG SCREW	correspondent to opponent's attack ← or ←	-	Reversal	-	Reverse right kick only
DOUBLE HEEL HOLD	correspondent to opponent's attack ← or ←	-	Reversal	-	Reverse left kick only
ULTIMATE TACKLE	↓ or ↙ or ↘		Unblockable throw	5	opponent to reverse and mount (no move succeed)
ULTIMATE PUNCH	after tackle	or	Throw	5, 5, 5, 5, 5	after tackle
CROSS ARM LOCK	after tackle		Throw	25	successive from 3rd punch, only Paul,Jin,Nina,King can reverse by (damage 10)
CROSS ARM LOCK TO ARM TWIST	during Cross Arm Lock	X	Throw	10	
LEG CROSS HOLD	after tackle		Throw	20	successive 3rd punch only Nina and King can reverse by (damage 10)
STRETCH COMBO	during Leg Cross Hold	X	Throw	20, 20	
SHOULDER CRACKE	stand close to upper half of opponent lying on back or		Down Throw	28	-
SWING AWAY	stand close to lower half of opponent lying on back		Down Throw	15, 15	-
HEAD BOMBER	stand close to lower half of opponent lying on back		Down Throw	33	-
FIGURE 4 LEG LOCK	stand close to lower half of opponent lying on back ↙		Down Throw	33	-
OVER TURNING	stand close to left side of opponent lying on back or		Down Throw	0	turn opponent to lie on face
OVER TURNING	stand close to right side of opponent lying on back or		Down Throw	0	turn opponent to lie on face
WING TEARER	stand close to upper half of opponent lying on face or		Down Throw	32	-
HALF BOSTON CLUB	stand close to lower half of opponent lying on face or		Down Throw	30	-
CAMELCRATCH	stand close to left side of opponent lying on face or		Down Throw	35	-
BOW & ARROW STRETCH HOLD	stand close to right side of opponent lying on face or		Down Throw	37	-
THROW AWAY	stand close to opponent ←	X	Throw	0	-
THROW AWAY FEINT	stand close to opponent ←		Throw	0	input during 1-16 frames of Throw Away
THROW AWAY KNOCK DOWN	stand close to opponent ←		Throw	8	input during 1-16 frames of Throw Away
THROW & DESTROY	stand close to opponent ←		Throw	10	input during 1-16 frames of Throw Away
TURN AROUND	stand close to opponent ←		Throw	0	← input during 59-63 frames of Throw Away
PILE DRIVER	stand close to opponent →		Throw	25	for opponent ? to escape during throw
BOSTON CLUB	wait 10 frames during Pile Driver	X	Throw	25	-
DOUBLE ARM FACE BUSTER	during Pile Driver	X	Throw	30	-
HI-JACK BACK BREAKER	at Stomach Smash counter hit		Throw	30	-
JAGUAR DRIVER	at Stomach Smash counter hit		Throw	60	-
STANDING HEEL HOLD	stand close to opponent ↘		Throw	30	-
INDIAN DEATH LOCK	during Standing Heel Hold		Throw	30	for opponent to escape: damage to King 10
KING'S BRIDGE	during Indian Death Lock	X	Throw	50	-
S.T.F.	during Standing Heel Hold		Throw	35	for opponent to escape: damage to King 10
SCORPION DEATH LOCK	during Standing Heel Hold		Throw	40	for opponent to escape: damage to King 10
ARM BREAKER	stand close to opponent ↘		Throw	20	-
TRIPLE ARM BREAKER	during Arm Breaker		Throw	10, 15	-
ARM BREAKER TO HEAD JAMMER	during Arm Breaker		Throw	20	-
STRUGGLE COMBINATION	during Arm Breaker to Head Jammer	X	Throw	25	-
CHICKENFACE WING LOCK	during Arm Breaker		Throw	25	-
DRAGON SLEEPER FINISH	during Chickenface Wing Lock		Throw	30	-
ROLLING CRADLE FINISH	during Chickenface Wing Lock		Throw	75	1.1.2.3.4.4.4.4.4.4.4.4.4.4.4.4.4.4.4.4.4

WONDERFUL CHAIN COMBO (A SERIES FROM REVERSE ARM SLAM TO GIANT SWING IS CALLED WONDERFUL CHAIN COMBO)					
NAME	COMMAND (☆=LEVER NEUTRAL)	ESCAPE	PROPERTY	DAMAGE	NOTE
REVERSE ARM SLAM	stand close to opponent ↘		Throw	25	-
REVERSE ARM SLAM	stand close to opponent ↘		Throw	25	-
BACK DROP	during Reverse Arm Slam	or	Throw	18	for opponent to escape A, to escape B
GERMAN SUPLEX	during Back Drop		Throw	18	-
POWER BOMB	during German Suplex	X	Throw	22	-
GIANT SWING	during Power Bomb		Throw	27	-
MUSCLE BUSTER	during Power Bomb		Throw	32	-

K'S SPECIAL COMBO (A SERIES FROM REVERSE STRETCH SPECIAL BOMB TO MUSCLE BUSTER IS CALLED K'S SPECIAL COMBO)					
NAME	COMMAND (☆=LEVER NEUTRAL)	ESCAPE	PROPERTY	DAMAGE	NOTE
REVERSE STRETCH SPECIAL BOMB	stand close to opponent ↘		Throw	28	-
REVERSE STRETCH SPECIAL BOMB	stand close to opponent ↘		Throw	28	throw crouching opponent
CANNONBALL BUSTER	during Reverse Stretch Special Bomb	X	Throw	18	-
MANHATTAN DROP	during Cannonball Buster		Throw	17	-
VICTORY BOMB	during Manhattan Drop	X	Throw	20	-
GIANT SWING	during Victory Bomb		Throw	27	-
MUSCLE BUSTER	during Victory Bomb		Throw	32	-
CANNONBALL BUSTER	during side step (when grabbing opponent's back, left or right side)	or	Throw	18	opponent can not escape when grabbed from behind
MANHATTAN DROP	during Cannonball Buster		Throw	17	-
VICTORY BOMB	during Manhattan Drop	X	Throw	]20	-
GIANT SWING	during Victory Bomb		Throw	35	-
MUSCLE BUSTER	during Victory Bomb		Throw	32	-

TEKKEN 3™





ISSUE No. 189 OUT ON JULY 11TH



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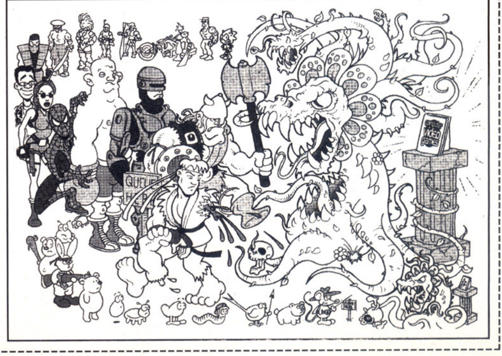
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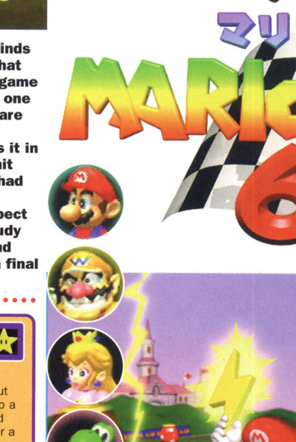
computer and video games





We've reached our verdict after months of play, pushing the game to its limits. *Mario Kart 64* is finally given a review!

MARIO KART 64



Phew, we finally made up our minds in time for the PAL release. What should have been the easiest game to review ever, has instead become one of the hardest. That's how fond we are for the original, one of the greatest games of all time! So treasured was it in our memories, that we couldn't admit that *Mario Kart 64* wasn't what we had hoped for through those wilderness years. We had to take our time, inspect every millimetre of each course, study each driver. Perfect power slides and shortcuts. Still we hadn't come to a final decision. Until now.

THE GREAT ESCAPE

The first skill you really need to master is the power slide. For not only does it allow you to cut corners, but when done well, can be turned into a mini turbo speed burst! The trick is to slide and waggle. It's not rude, just read on. As you enter a turn, pressing the shoulder button to slide in the direction you're steering. While still holding the shoulder, steer in the opposite direction, and quickly back. Smoke starts to turn yellow from your exhaust. Steer away and back again, and the smoke will turn orange, release the shoulder button and you benefit from a 10 km/h speed burst. Once you've mastered the technique, the 150cc class becomes a breeze, well nearly!







IT'S THE NEW STYLE

All of the original power-ups from *Super Mario Kart* are in *MK64*, but being a sequel, that list has gotten just a little bit bigger. New are triple weapons. Red and Green Koopa Shells are now available as bunches of three. These can be used to protect your kart like a shield, or hurled as missiles. Also in three are Power Mushrooms, very handy for performing shortcuts and gaining a lead. Also maxed in quantity is the Banana, now also available as a bunch. There is another speed boost in the form of the Golden Mushroom, which you can use repeatedly for a limited time. Best of the lot is the Spiky Blue Shell. This will home in on the lead kart, even if fired from eighth place, taking out anything that gets in its way!









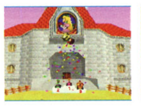
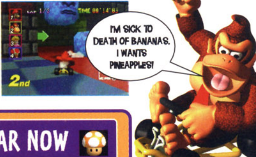


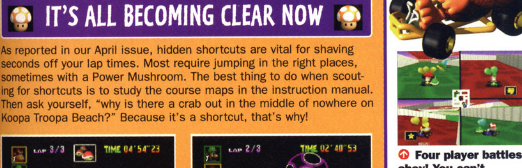

IT AIN'T LIKE THE SNES ONE!






Fahgetaboutit! Fans of the original could be in for a tough time, with the amount of changes Nintendo have brought to the update. For starters, all the cups are selectable to play from the start. No more having to win gold cups to get to the Special Cup! Nearly gone are the dash zones, only a handful remain, and these are only positioned to perform huge jumps. Gone are Donkey Kong Junior and Koopa Troopa, they are replaced by the evil Wario and DK's dad. Gone are the '?' blocks in the road. *Mario Kart 64* makes the blocks 3D. However these new blocks regenerate after being used. No more scrambling around for the last power-up. On the subject of power-ups, their benefits are now available to all. The computer opponents no longer have their trademark weapons. Instead they battle with the same power-ups. Boo them!



IT'S ALL BECOMING CLEAR NOW

As reported in our April issue, hidden shortcuts are vital for shaving seconds off your lap times. Most require jumping in the right places, sometimes with a Power Mushroom. The best thing to do when scouting for shortcuts is to study the course maps in the instruction manual. Then ask yourself, "why is there a crab out in the middle of nowhere on Koopa Troopa Beach?" Because it's a shortcut, that's why!




We've finally found a shortcut in Rainbow Road, and it's a real leap of faith! At the start just before the huge drop in the track, steer left and quickly jump, almost exactly when the track starts dipping. If successful you should land on another section of track, cutting a third off the course!

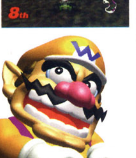
On the Royal Raceway (previously Peach Circuit) when trying the jump across the lake, you don't actually have to hit the track on the other side, it's just too far! Instead aim for the inside of the mountain and hit the grass. You'll fall into the water and be placed onto the track near the start line!




It is possible to perform a series of jumps at the start of Wario Stadium, that will enable you to perform lap times of less than 10 seconds! Use the first bump on the straight and aim left, then jump back to the other side just before the start line.



Four player battles ahoy! You can't complain about that!

COMMENT

I've had no difficulty deciding whether *Mario Kart 64* lives up to my expectations. It doesn't. *Super Mario Kart* is one of the all-time greats, but Nintendo have disregarded what made that work. The previously perfect go-kart handling has been replaced by a imprecise new method. The range of decent tracks is overshadowed by uninspired ones, and the graphics seem more sparse than impressive. These changes are reflected in the gameplay, now more power-up oriented than skill-based, leaving battle mode as the best multiplayer mode. Opinion in our office is divided though, and mine sits firmly on the 'nice-game-but-I-wouldn't-buy-it' side.

TOM GUISE

REVIEWER

If you're a fan of the original *Mario Kart*, you're going to find yourself either loving or loathing this sequel. Some may find themselves perched on a fence, between the two camps. If you've never played the original then forget all our criticisms, you'll no doubt love this game. For such a big release I expected more. Sure, everything you could have hoped for has been included. But the result is still far from perfect. What went wrong? The finished game is just lacking the things that make all *Mario* games really great. Personally I would have liked more battle stages. Two of the four on offer are virtually redundant, and the original's were excellent. More drivers - a 96 meg cart should've been enough to keep Koopa Troopa in the game. As for power mushrooms, they might as well have been left out of the game, because they don't work against the computer. There are many more criticisms, too anal to list here. Yet having said all this, I still really like *Mario Kart 64*. As a single player game, it is both annoying and disappointing. But as a multiplayer game it's absolutely superb. Isn't that weird?

ALEX HUHTALA






Big sequels can mean big disappointment. Not what we expected, but still retains enough of the original's charm. Multiplayer is where the real magic hides.



THE CVG ALL-INVITATION TEAM CHALLENGE






Another good multiplayer game, means another excuse for a team challenge. Now if we can only find those missing joypads!


PAUL

TOM

JAIME

OZ

EDDIE

ALEX

STEVE

PHIL

The strange cries of "Mexico" that emanate from the games room, attract us like drones under some Pied Piper like spell. While one-player *Mario Kart* might not be the favourite office game, four player Versus Races and Battles are very popular. With dedicated players finding more shortcuts and tactics each time they play, the competition is definitely heating up. The Hive Brain may have taken leave from the subscriptions page, but it can still demand a champion when it wants to – and we're not foolish enough to argue. So place your bets, summon the heroes and let the challenge commence.

THE KOOPA TROOPAS!

To keep the proceedings diplomatic, all the names were scribbled down, thrown in a hat and drawn. Group One saw Ed, Phil (we still love him), Steve and Alex thrown together. This was going to be a very close contest. Group Two and Jaime, Oz, Paul and Tom would be locked in combat. Though it was already easy to see who would emerge victorious from the group. Each group had four races, the top two of each group going into a Battle mode final. No runners-up play off, just nice and simple.

THE MUSHROOM CUP

GROUP 1 RACE 1 LUIGI RACEWAY

Long straights and easy corners make this the easiest circuit in the game, what a perfect place to start. The first battle is on the character select screen, everyone wants a lightweight driver. Ed wants to be Yoshi, but Alex doesn't budge, in the end there's only one choice for Ed to take. He has to be the Princess. Perfect. Phil is content with Toad and Steve settles for Wario. The race starts and straight away sunlight bursts through the windows. "I can't see a (lots of swearing) thing, It's (lots more swearing) me off" shouts Phil. Steve bursts into the lead, and has Jaime who is watching the action from afar say "Who's Wario"? Ed is trundling around in last place, much to the amusement of others, and then starts repeating "Daawwsuunn" in a homage to the last challenge. Steve wins comfortably, with the battle for second close, and Ed a looong way behind!

Steve - 9 Phil - 6 Alex - 3 Ed - 1


Fourth place for Steve, but he does win!

GROUP 1 RACE 2 MOO MOO FARM

Uneven muddy roads lowers the top speed here, and just like the Donut Plains from *Super Mario Kart*, moles can block the way. Phil and Alex get rocket starts, Alex hits a mole and Ed catches up. "I was thrashing everyone until they got power-ups" cries Ed, quickly falling out of favour with the game. "The balance of power keeps swaying" says Alex boringly " I know how fickle the power-ups can be". "Look at me leading" claims Phil although he's actually in second place, as Ed finishes first to the sound of one hand clapping.

Ed - 9 Phil - 6 Alex - 3 Steve - 1



GROUP 1 RACE 3 KOOPA TROOPA BEACH

Named after the huge rock that can be seen at the starting line, there's lots of jumps and shortcuts. Plus crabs, sand and water – it is a beach after all! Everyone trundles to a slow start. "Mmm loads of power starts" says Ed ironically. Steve takes a shortcut and starts calling the others "Mutts". Alex gives chase and proceeds to take the shortcut on each lap "It's not cheating!" Ed, who's in third, thanks the computer for giving Phil a lightning bolt. But like the Murphys, he's not bitter. Phil overtakes and manages to fire a shell behind as he passes Ed, adding insult to injury. Ed moans, Phil laughs. Meanwhile Alex has already finished. Having remained silent all the race, he's pulled off a commanding victory. He makes sure everyone realises he finished more than ten seconds before the others.

Alex - 9 Ed - 6 Steve - 3 Phil - 1


Phil in deep water again.

GROUP 1 RACE 4 KALIMARI DESERT

A rather bland course with a Wild West theme. Complete with steam locomotive that crosses the track twice. Everybody gets a rocket start, with Phil edging out in front. Jaime then dives onto Ed's joypad to pause the game, so he can reset the grabber. Phil, put off by the pause, mutters "I'm getting wound up by this (mild swearing, rhymes with hit)". Oz walks past and asks "Can I play now?" "NO!" The game is unpaused and Ed moves into the lead. "From first to fourth, it's a lottery" sighs Alex, then adds "Hey, I'm king of the sound bite." Wario gets a lightning bolt, Ed is squashed and squeals "Now I'm last," Jaime interrupts and says "It's only a game"(but you should see his behaviour later). After much hysteria we're treated to a very close finish.

Phil - 9 Alex - 6 Ed - 3 Steve - 1


Nice try, Ed Lamlok!





FINAL SCORES FOR GROUP ONE:



PHIL	22
ALEX	21
STEVE	14
ED	19

HANG ON A COTTON PICKIN' SECOND... THIS IS A PLAYSTATION PAD?!? LOMAAAAAS!

NNNGH! MY SIDEBURN IS STUCK TO OZ'S VELCRO HEAD!

EEEEEEEFF! I'VE BEEN SHOT UP THE ARSE!

SAME POSITION IN PHOTO. SAME EXPRESSION AS LAST CHALLENGE. JAIME, YOU'RE THE BEST!

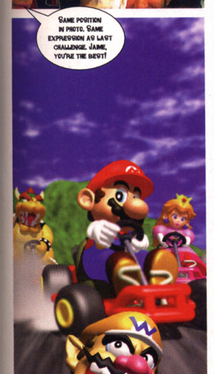
THE FLOWER CUP

GROUP 2 RACE 1 TOADS TURNPIKE




Set around a busy road, complete with trucks and cars, drivers have to be careful not to hit the extra traffic. "What's Toads Turnpike?" asks Tom, "oh no, not that one!" Jaime shoots off to an early lead, with Paul a close second. "I'm just so good at games" boasts Jaime. Further back and Oz and Tom are battling for third place. "I've been shot up the arse" shouts Oz, "Efff"! "It's too fast for this screen" says Tom, in another homage to the last challenge. Jaime hits a truck, and Paul and Tom scoot past., only for Tom to hit a truck. Jaime bursts through the pack to regain first place at the post. "Oh surprise surprise, I won" he cruelly brags.

Jaime - 9 Paul - 6 Oz - 3 Tom - 1



GROUP 2 RACE 2 FRAPPE SNOWLAND

Slippery icy roads, with snowmen that can block your path. The course is completed with a giant ice sculpture of Mario. Oz and Tom have trouble adapting to the ice. They both wheel spin at the start of the race. Jaime gets an early lead "I'll play the first lap blind-folded" he says grinning. Paul is right behind him the whole race. Tom asks "Where is Wario, I can hear his laugh?" even though nobody is playing as Wario! Clearly Tom is in a confused state, both he and Oz have huge trouble staying on the track. Paul manages to sneak past Jaime on the last lap, and pips him at the finish. Oz and Tom are too busy laughing to pay serious attention, Tom falls off the bridge on the last lap, allowing Oz a third place victory. It's like watching two separate races in this group!

Paul - 9 Jaime - 6 Oz - 3 Tom - 1



Tom and Oz (top) show how not to play!

GROUP 2 RACE 3 CHOCO MOUNTAIN

Falling rocks, and some bumpy ground can be a problem through the mountain. The first group of power-ups give Tom a lightning bolt. "Which bellpepper did that" shouts Oz. Jaime starts talking to himself "Oh, you're brilliant Jaime!" He has a large lead. Tom keeps falling off the cliff edge, and is then lapped by Jaime. "It's brilliant " says Paul "It's rubbish" replies Tom. Sunlight breaks through the window and Oz cries, "there's sunlight in my eye". Tom says that sounds like a song and starts singing "There's sunlight in my eye, you might need somebody." Oz is then squashed by a boulder. "Efff"! Jaime racks up an easy win, Paul again a close second. Hours later and the third place battle heats up. With Tom and Oz wheel to wheel, Tom inches ahead to take the points.

Jaime - 9 Paul - 6 Tom - 3 Oz - 1



Another Tom/Oz mess.

GROUP 2 RACE 4 MARIO RACEWAY

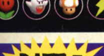
The game designers' favourite Time Trial course. Full of complex corners and hairpin curves. Jaime and Paul speed off, thinking about taking their favourite shortcuts. Jaime gets three mushrooms and moves further in front. "Is this going to be another exciting third-fourth place finish?" asks Tom. Oz is confused "Is there a map?" He's then lapped by Jaime. "This is a disgrace to the name Luigi" says Tom. "It's brilliant" says Paul. Then "I don't believe it" as he's hit by Tom's red shell. Jaime chalks up a comfortable victory. "I'm disappointed I finished second on one of the races" he boasts once the game has finished. Oz is a gibbering wreck and is heard muttering "awesome graphical capabilities" over and over.

Jaime - 9 Paul - 6 Tom - 3 Oz - 1



A civilised finalé!

MARIO KART 64

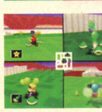




FINALS

BATTLE DOUBLE DECK BATTLE

The final is played in battle mode. Rather than a race it gives the players the chance to show off their tactical skills. Double Deck is a square-shaped arena, four levels high. Ramps join the levels. It's very similar to a multi-storey car park. Atthe character select screen certain tactics are changed, with Paul and Phil selecting heavier drivers. Phil chooses Donkey Kong and Paul Wario. Alex sticks with Yoshi and Jaime Toad. "I'm gonna drive around until you all kill yourselves" says Jaime at the start of the battle. Everybody zooms off in different directions, in order to find power-ups. First blood goes to Paul as he hits Jaime with a red shell. Phil shouts "I need some stuff!" He scours the levels for valuable weapons. Alex has trouble finding a power-up of choice. "I keep getting fake blocks" he says, then rounds the corner, and hits a fake block. Phil then manages to shoot himself when his green shell rebounds off a wall. He then starts a kamikaze run on Jaime, who protects himself with a circle of bananas. Phil crashes into Jaime, they both hit the bananas! Jaime loses his last balloon. "Revenge" shouts Jaime, who is transformed into a bomb car. Alex stumbles upon their path and is hit by Jaime. "I can't believe you took me out." he snaps. Alex as a bomb car makes it his responsibility to destroy Phil. The end happens fast! Paul comes out of hiding, and con-fronts Phil, who charges .Paul fires off a red shell and scores a direct hit. Phil then realises he was attacking without any weapons, duh! That's it, Paul wins with all three balloons intact!

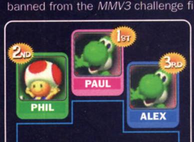



FINAL SCORES FOR GROUP TWO

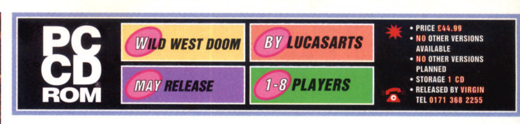
JAIME	33	TOM	8
PAUL	27	OZ	8

I AM THE CHAMPION!

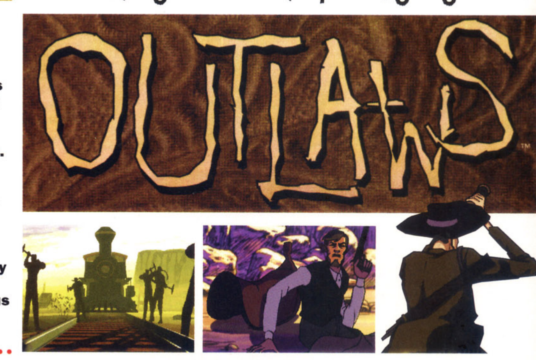
So we eventually found our winner. The fact that he didn't lose a balloon is kinda infuriating. You've got to remember, given more rounds, more battles, this result could have been completely different. Heck, even Tom might have made the final! Congratulations to Paul, he whipped us all good. Until the next Team Challenge, he gets to wear the crown. Phil really is a dark horse, who knows what might have happened if he hadn't been banned from the *MMV3* challenge final. And Alex walks away with another third. If there'd been a camera around, and had his alien friends been with him, he probably would have tried a lot harder.







Yeh boy, we heard you wus pretty sharp with the old joypad. So why dontcha show us what ya got. Go for ya piece, gringo!



It's claimed that this year the videogame industry will make even more money than Hollywood! Not so hard to believe when you look at its current status worldwide. With the likes of *Final Fantasy VII*, *Quake* and *StarFox 64* blowing peoples minds, games are clearly more epic, action-packed and visually gobsmacking than mere movies. And the variety of tastes is just as broad, catering for fans of kung-fu, cop shoot-outs, sc-fi, horror, dinosaurs, fast cars and just plain old excitement! Of course, there's one movie genre that's been sorely neglected in games. And who better to sort it out than a company born from the creation of one of the greatest movies ever! LucasArts bring us *Outlaws*, their effort to make the Wild West the next frontier of gaming!



Right between the eyes! Yeh, old Pistol-Jaw Jackson never misses with his six-shooter chin!

DOOM COUNTY!

For their *Outlaws* concept, LucasArts have taken *Doom* (or more specifically the *Dark Forces* engine) and added a Wild West theme to it. Not a bad idea at all when you consider Westerns are famed for shoot-out situations. Substitute dark fortresses for hick shanty towns, and monsters for moustachioed gringos and you've got yourself a gunfight, pardner! The weapons too, match the theme. Starting with your basic Colt .45 six-shooter, you can pick up a rifle, shotgun (doubled-barrelled also available), and eventually a gatling gun. Only used when stationary, but it cuts down them varmits like nothing else!

ROLLIN' ROLLIN' ROLLIN'!!

REWARD! "BLOODY" MARY NASH

ARMED AND DANGEROUS "CHUBBY" RUSSELL SIMMS

Before we even touch on how *Outlaws* plays, we thought you might like to get into the spirit of classic Wild West movies. LucasArts gear you up perfectly for this, with some stunning opening credits for the game. Finding out who the animator, musician etc are has never been so interesting, as the game starts with an excellent homage to the Sergio Leoné spaghetti westerns. Backed by whip-cracking music to match that of A Fist Full Of Dollars, or The Good The Bad and The Ugly, we're treated to classically-styled text that spins like wagon wheels or swings like saloon doors, as a silhouetted cowboy rides across the screen. It's such a perfect title sequence, that by the time it's finished you're totally up for being Clint Eastwood!

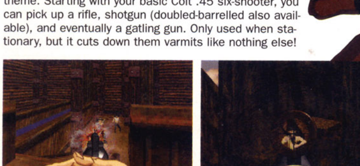
Lead animator Charlie

You might not get the full effect here, but imagine awesome banderos music.

LEAD 3D ARTIST DANIEL COLON JR

And great animation. Here the titles swing open like a set of saloon doors!

AH DON'T GIVE A SPIT WHATCHA THINK! I AIN'T NEVER NO RELATION OF ANY ED MORKMUNCH!



You can fire off quick reels of pistol shots, but you have to reload!



The rifle can have a sniper scope fitted to it. Heheh, see you in hell, gringo!



The double-barrel shotgun has a wide spread, but you need to reload every go!



It's not all guns! You get knives and dynamite too! Light it up, blondie!



ONCE UPON A TIME IN THE WEST!

All westerns start with a classic scene. Be it the daring rescue of a bandito from an imminent hanging, or a masked raid on a bank. *Outlaws* follows suit with another Wild West favourite.
Ex-marshall James Anderson has settled down to simple farm life with his family. However, a corrupt railroad developer, seeking to build through their property, kills Anderson's wife and kidnaps his daughter while he's away. So, he must once more strap on his pistol as he seeks revenge. You get to see all this – and other story sequences – in the kind of brilliant cartoon pieces that LucasArts are famous for.



Straight to the action! After a lovely family scene, strangers ride into the homestead.



Noo! The Marshall returns to find his wife slaughtered!



"You filthy critters. I'll search the ends the Earth!"



Digging out his old six-shooter from the cupboard!



Yeehah! Cue whipcracking and men bellowing as he rides off into the sunset!

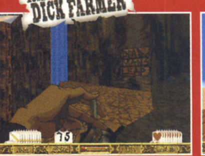
THE BIG COUNTRY!

Rather than just giving you a dozen identical Wild West towns (population: 18), you get to face-off in locations that add atmosphere to the vengeful Marshall plot. Sure you start off in the ghost town of Dry Gulch, but the story soon puts you on a train, out in the wilds and into a country mansion. All the levels are amazingly large, and like most games of this sort you need to find keys or activate switches to progress. As for how many baddies you face, that depends on the difficulty setting. You can choose from Good, Bad and Ugly!

REWARD! DEAD OR ALIVE "RATTLESNAKE" DICK FARMER



Goddarn scum-suckers lurking in the Dry Gulch lawhouse.



Out in the rocky badlands during the twilight hours.



More bandits on the daily baggage train. Gun 'em down!

THOSE DAYS ARE BEHIND ME, SON

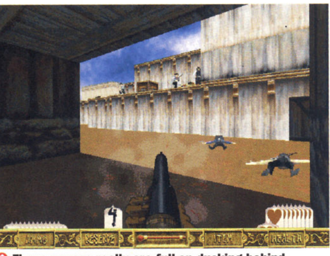
To prove Anderson used to be a Marshall, there's an option to play some of his historical missions that earned him the reputation of top lawman in El Chelo County. These are much more gun-fight oriented levels than the exploratory missions of the main game, and much tougher on the reflexes! Starting in your Sheriff's office you select a Wanted Poster, then enter that stakeout situation. As you progress, so you fill up your jail cells and get promoted. So are you gonna bring in Buckshot Bill? Bloody Mary? Dynamite Dick? Or for the biggest booty, that filthy Union deserter Sergeant Bloodeye Tim!



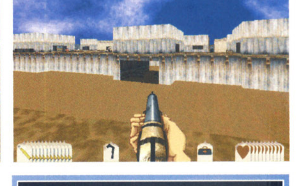
Pick your quarry and bring 'em in, deputy.



There's some neat homages to George Lucas. Look what you find at the end of a tarantula-filled tunnel!



These scenes really are full-on ducking behind scenery shoot-outs.



REVIEWER

I love Leoné's spaghetti westerns, so I've been looking forward to this game a lot. After the cracking intro, and with the Ennio Morricone-style tunes still trumpeting away, I was expecting a treat. Certainly the first levels start off well, as you sneak between the likes of the Funeral Directors and Saloon, shooting varmits through windows, or bursting through doors. However, the novelty soon fades, as the game becomes a poor man's *Exhumed*. The locations are good (towns, trains, even an old mill), but why do you have to find hidden doors, activate switches, find vital objects? The pace and atmosphere is lost, as you wander around with the map continually on, seeing the same dead enemies for the twelfth time. And some of the puzzles are so genuinely frustrating! If LucasArts wanted variety, they should have put classic Western stuff in – burning hayrolls, escaping under a stampede of horses, being holed-in by the cavalry. And without satisfying that Western fix, it makes me wonder why you'd choose this game over the likes of *Duke Nukem* or *Quake*.

TOM GUISE

GATHER A POSSE

It's almost not worth mentioning that this game has the now-customary multiplayer mode. Of course, the appeal here is that you have classic Wild West showdowns against your friends. So who really can draw the fastest?



RATING

Good spaghetti western style, but out-dated graphics and a surprising lack of LucasArts innovation, makes this just a reasonable first-person adventure.





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"It couldn't be done" harped various parties regarding a Saturn conversion of *Pandemonium.* What a bunch of liars they all turned out to be!

Pandemonium!

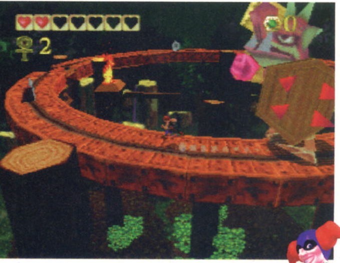
It seems as though more and more developers and games designers are getting to grips with the Saturn these days. All you have to do is take a look at the increasing graphical standards of the latest titles to see the evidence. *Mass Destruction* may not immediately spring to mind but it did have very smooth running, high-res visuals. The 3D part from *Sonic Jam* is also very impressive indeed. And then you have *Pandemonium.* There is no doubting that it looked amazing on the PlayStation and we're pleased to report that the programmers have done a sterling job because this looks almost identical to the original. The lighting, the 3D rotational bits, it's all here! If the conversions between the two machines can be as good as this all of the time, the Saturn will be laughing!

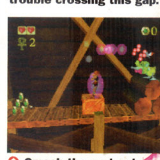




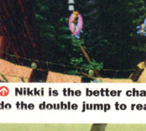


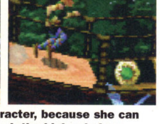
Fargus will have more trouble crossing this gap.





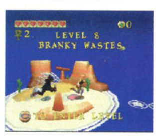
Smash the crates to reveal some extra bonuses.





Nikki is the better character, because she can do the double jump to reach the higher ledges.





BLUE IS THE COLOUR...

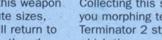
As you begin *Pandemonium,* you are only blessed with two energy hearts and the ability to jump onto enemies heads. By locating and collecting various coloured orbs and icons though, you can make your life a hell of a lot easier.

ENERGY ORB
Has the same effect as jumping onto somebody's head, but with the added security of being able to fire them from a fairly safe distance.

FREEZE ORB
Once any enemy gets frozen with this, all you have to do is jump on their ice carcass and they shatter into lots of little pieces!

SHRINK ORB
Attacking baddies with this weapon will shrink them to minute sizes, ready for killing. They will return to normal size after a while though.

INVINCIBILITY
Collecting this shield will result in you morphing temporarily into a Terminator 2 style robot, during which time you are totally immune!











PINBALL WIZARD

As well as giving you an extra life for every three hundred you collect, the bonuses during the level will also give you the chance to access the bonus stages. At the end of each one you're given a percentage rating depending on the amount of treasure you've collected. Get over 80% and you're whisked away to one of the bonus challenges. The sole object of these stages is to collect as much treasure as possible either before a time limit runs out or you reach the end of the level. Manage to complete one of them and you receive points and prizes galore.



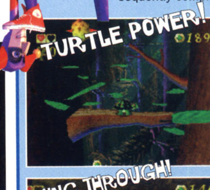
Collect 80-89% and get to the Cash Dash bonus stage, 90-100% takes you to Full Tilt, pictured below. The latter is much better and easier to complete.





RHINO-STINE COWBOY!

It's fair to say that jumping from platform to platform can get more than a little dull. So why not console yourself in the fact that you can change into four different animals, for a little bit of variation. The frog appears to give you the extra jumping power you need to complete Fungus Grotto. The Rhino is yours on Branky Wastes and the Kelver Turtle on Canopy Village. The fourth and final animal is the fire breathing dragon, and he can be found on Dragoon Skyfort. This guy is the most important as you cannot reach the upper sections of the stage, and subsequently complete the level.









I'VE GOT THE KEY!



If locating the treasure is your main aim, then finding the secret parts to all of the stages is vital to your progress. There are quite a few ways in which extra bonuses can be revealed. Finding the keys is the first, and most obvious one. If the benefits of collecting a key isn't instantly obvious, track back or move forward a few screens and you may find some new items. Another way is to kill a group of enemies and they often reveal hidden power ups. Keep a sly eye out for hovering baddies in the sky, because they can often be used as pathways to bounce across to an otherwise unreachable ledge.









The dinosaur wakes up and makes chase if you get too close to him.

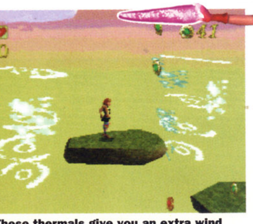


The camera angles shift to give you the best possible view.









These thermals give you an extra wind assisted boost when you jump into them.

REVIEWER

Boot up *Pandemonium*, ignore the flashy intro and you get to an awesome looking game. The graphics and level detail are very good, but once you actually begin playing, you feel as though the 3D bits become redundant. Because you don't actually have the freedom to walk where you like, it boils down to being just another left to right platformer. Having said that, I did find this quite fun to play. There are a lot of hidden extras and bonus levels to find, keeping the interest levels high. Plus there is a small incentive to go back and try to locate as much of the treasure as possible. Even though some of the sections can be tough to beat, with the password system you find yourself whizzing through and completing the levels in no time.

STEVE KEY

RATING



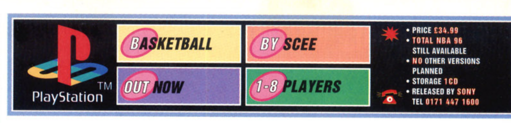






While is may look impressive, at the end of the day all you do is run from left to right. It is still quite entertaining to play though.



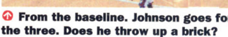


It looked good a year ago, and now it's back. Son of *Total NBA*...

TOTAL NBA '97

Every year a new battle emerges to see who will be the best. No, not on the court, but by the games developers themselves. Improved graphics are the main priority, plus a few tweaks to the control, and of course - update the stats. For the consumer are these sequels worth your pounds? Usually. Competition from rival companies means the games should continually get better. However, in any war there are casualties. Last year *In The Zone* received better reviews, *NBA Live* and *Jam* both fell by the wayside, and *Total NBA* was bought by nearly all. This year Konami have already thrown down the gauntlet with the impressive *In The Zone 2*, will *Total '97* put up a good fight?





From the baseline. Johnson goes for the three. Does he throw up a brick?



This dunk's a powerslam. Hard and fast enough to knock the defence off their feet.



Icon passing makes your plays more accurate. No more moaning that you didn't want to pass to #11!

YOU GOTTA TEXTURE MAP YOURSELF

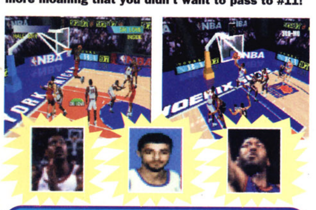
The real faces! That's what it says on the back of the box. *Total NBA* utilises texture maps on the players, of their real-life counterparts. Giving them the look of photo-fit composite pictures! True to their word Sony have gone for realism. These B-ball boys do look like the real thing, right down to their movement. Check out their motion-captured swagger, after they shoot from the outside. The commentary is also beefed up, but why do all commentators have to say "With authority"? For real realism maybe SCEE could add the coach, benches and photographers at the baselines for *Total '98*!

Spectacular scoring. Though no camera angle allows you to see the players faces!









I AM DR LOVE!

Like most sports games on the block, *Total '97* includes a create player option. Essential for filling in the gaps, left by the few players who aren't contractually represented by the NBA. When creating a player, there are 17 different attributes that need to be considered. Ranging from dunking to defensive awareness, all are key factors. With a limited amount of life juice though, you can't just put every bar up to max. Only through trial and error will you be able to create the real Michael Jordan.

CRASH THE BOARDS KIDD!

Icon passing has been added to the controls, which gives you more precise passing. Now you don't need to pass four times just to get the ball to the right player. Strategies are also improved, using the shoulder buttons, which can change your formation in game. Additionally, the choice of double teaming and crashing the boards can be set up during an interval. A very strange inclusion is Arcade Mode. Which basically means no rules, the court boundaries aren't even recognised! This can lead to some very strange dunks indeed.

REVIEWER

I find *Total NBA '97* a step back from its *'96* incarnation. Sure the graphics have been improved on what were already great. Though it's the gameplay that really needed the tweaking. New moves have been added, but it's the players that let the game down. When the action is in the D, things go very static, with few players making runs of any kind. The dunks are too repetitive, with not enough variation in style. The game does have an impressive amount of stats, plus awards at the end of a season, or playoff. Though no hype or build-up to the playoffs themselves! *In The Zone 2* is still the basketball game for me. It might not look the best, but the presentation and playability make it the winner.

ALEX HUHTALA





Retains the award of best-looking basketball game on the PlayStation, but not the best overall. Well polished, but even for basketball, repetitive.

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It's actually here! We can't believe it, but *Dungeon Keeper* is finally finished! And the result is the very zenith of gaming brilliance!

DUNGEON KEEPER

The wait for this game has been almost unbearable! The ultimate power-fix for control-fiends, headed up by the guru of god games – Peter Molyneux. Indeed, the wait has taken its toll on the CVG team. Paul has vented his frustration on the staffwriters, slapping them furiously with the back of his hand. Huddling in fear, these underlings have been attempting to please their master by working faster. However, their frantic efforts have only sought to amuse the designers, who pull the writers from their cages daily, to give them a few turns on the rack. During their ensuing agony, Tom often grabs one by the scruff of the neck to throw them in 'the pit' – an offering to please the Dark Gods! But mercifully *Dungeon Keeper* is here! Now we can harmlessly live out our crazed power-lust with mastery over virtual serfs. Even the staffwriters have adopted demented leers as they maltreat their own snivelling minions. The chance for every-one to be Ming the Merciless has arrived!



THE LURE OF EVIL!

That's what *Dungeon Keeper* is all about. The intoxicating appeal of being a cruel master of a dark labyrinth. A labyrinth that you've constructed, home to creatures that are your servants! And if any meddling heroes want to try their luck, let them! Destroying the good guys is where the fun lies! See that lovely realm to the left. Want to know how to turn it into the blackened wasteland to the right? Then read on young apprentice...

A FIVE-POINTED GUIDE TO STARTING YOUR OWN UNDERWORLD!

Even the vilest catacomb of unspeakable pestilence has to start somewhere. Here we show you the first steps in growing your own Hive of Horror!



Your Dungeon Heart. Together with a couple of imps, this is your DIY Dungeon starter pack!



Get your imps to start mining out gold. You need cash to pay for your pad after all!

Once they've carved out a cavern, turn it into a Treasury to store your gold supply.



Now create a lair for your imps to live. With your new-found cash you can conjure up new imps too!



The next step is a hatchery. Eggs soon appear, hatching into chickens – the food of the damned!



With your domain now up and running, dig out the entrance and wait for new acquisitions to arrive!

WICKED FUN NO.1
THE COMMANDING HAND!

The mouse pointer in *Dungeon Keeper* is an amusing humanoid talon. And it's more than mere decoration, this is your presence over your striplings!



Grabbing your minions by the scruff of their necks, you can drag them anywhere you want!



Think your servants are getting slack? Slap 'em around. Very effective, providing you don't overdo it and kill 'em!



WAX ON! WAX OFF!

A Training Room is essential for building up the experience levels and toughness of your beasties. And in some cases, training can have even greater effects. Level Three vampires for instance, become immortal! And demon spawn eventually turn into dragons. So keep your minions healthy!



Dragons hard at work in the training room. Exceeelleent!







CALLING THE LEGIONS OF DARKNESS - A NEW HOME AWAITS YOU!

Dungeon Keeper isn't primarily a wargame. As the programming team realised when they took it back into development in December '95, the focus lies in the creation of a working eco-system. A living environment where all manner of monster races live side-by-side. Keeping them well-fed, busy, happy and safe (from each other), THAT is the game. After all, what is a master without minions? So when you open the doors to your dungeon, let's see just some of the beasties that comes slithering in...

SPIDERS AND FLIES



A classic example of the fragile dungeon eco-system. Attracted to you dungeon early on, these creatures despise each other and will fight. As such you need to slap 'em apart and keep them in different lairs!

ORCS AND TROLLS!



The meat and potatoes of your armies. These hardy creatures are good for placing at guard posts or sending as a group into battle!

DARK MISTRESS



These kinky ladies ony appear when you've built a torture chamber, which they actually enjoy visiting for a damn good thrashing! Mistresses use impressive martial arts in combat!

WICKED FUN NO.1 THE EVIL EYE

Watching over your dungeon isn't always enough, especially when you know there are dangerous opponents lurking in the outer darkness. That's when the Evil Eye comes in useful, a spell that you gain through continued research. With an eerie echo, the Eye clears the darkness allowing you to see your hidden foes, and even strike at them! Very scary when an enemy casts their view over your dungeon, as you see the warping effect and hear the sound!

WARLOCKS



You need a library to lure these magical creatures in. Once they appear, they research new spells and rooms for you. Get them started early on, to expand the range of your dungeon building blocks and your own mystic abilities.

BILE DEMONS



Gigantic blubber-monsters. You need a big lair to lure these in, where they immediately set up their bile-pool homes. Slow but strong, bile demons are surprisingly eager to research new machinery in your workshop!

VAMPIRES



A coveted creature to adopt! First you need to build a graveyard. Then, after a rough battle, your imps will drag corpses back to it. Soon, Nosferatus start popping up. Very useful for researching, and also for scavenging new beasts for your dungeon!

DRAGONS

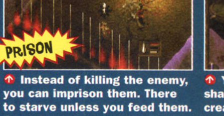


Awesomely powerful creatures to lure into your labyrinth. To appeal to them, you need to have a large treasure room. Get them to lay their lair next to lava and they grow even more powerful!



WICKED FUN NO.3 PURE TORTURE!

Ever wondered why major villains always toy with their foes before killing them? Because being evil without anyone to be evil on is boring. Fortunately, there's plenty of cruel fun to be had in *Dungeon Keeper*, once you've researched enough rooms!



Instead of killing the enemy, you can imprison them. There to starve unless you feed them. Or perhaps to serve your dark amusement...

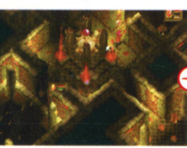
TORTURE CHAMBER!

You may scream, zere iz no shame! Not only fun, but weaker creatures may be converted, reveal secrets about the enemy dungeons, or just die!



Drop creatures in the pool to please the Dark Gods. Good sacrifices can be awarded. Thrifty offerings though, are punished!

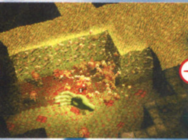






NOW FACE MY DARK DOMAIN IF THOU DOST DARE!

Your dungeon is thriving, your beast population brimming over, your gold coffers overflowing. You are the Dungeon Daddio! And yet something is lacking. Is there no-one who would challenge this underworld domain? Ah, I hear the sound of tunnelling in the darkness. We have company! Come boy, and see the how evil should truly be wielded!



Your subterranean citadel – lair, hatchery, treasury, library and portal all constructed!

Ah, warlocks have entered! Toss them into the library to research for you. Bring me results, fools.

Meanwhile your imps are mining a gold seam. Speed them up with some hefty clouts.



Workshop technology has been researched! Build one and your bile demons eagerly bundle in.



What's this? Dead imps? Your loyal subjects have uncovered a new area filled with enemy fairies!



Dropping a few tougher monsters in this troublesome area should soon sort them out!



Research has yielded a guard post, and your workshop has built an iron door. After that attack it would be wise to set them up!



You have now researched a prison and torture chamber. Set these up to lure in Mistresses. Then, thrash them!



SO! Enemy heroes are attacking your guard door! Time to send in your legions!



Yeeesss! A hapless barbarian has been captured. Send him to the torture chamber.



He has talked, revealing the location of the enemy dungeon! North of yours, separated by lava.



And here it is! A glimpse with the Evil Eye to see how tough it is. Now let's have some real fun...

MULTIPLAYER
THERE CAN BE ONLY ONE!

The very nature of *Dungeon Keeper* makes it an essential multiplayer game! And when playing other Keepers it takes on a whole new feel. Suddenly, you're racing for gold seams and taking many more defensive precautions. The Evil Eye also becomes spookily threatening! Imprisoning, torturing and converting enemy minions plays a greater role. Best of all, when you win you can torture the loser in a special torture room. This is possible in single-player too, but is far more fun with real players, as each opponent can hear the screams. And you can prolong the suffering as long as you want!
The programmers have mentioned working on an on-line specific version now. We hope this means a *Quakeworld* format of servers, allowing other to play-ers to enter as heroes. However, after the exhaustion of completing this version, we'll have to wait and see.

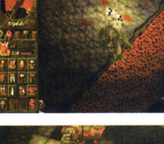


↑ You can select any realm. Some are for three to four players, in which case the computer joins in.





↑ The hand is a light-source, illuminating dark tunnels!







SATAN'S VOICE!

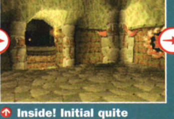
What you can't hear while reading this, is the awesome voice of your advisor. It IS how Beelzebub would speak! He continually gives you tips – "You need a bigger lair!" Your minions are fighting amongst themselves!" "Payday!". This together with individual sounds for each character and room, adds greatly to whole masterly atmosphere!

WICKED FUN NO.4
DEMONIC POSSESSION!

What separates *Dungeon Keeper* from any game of this type (*Populous, Theme Park, C&C*) is that you can discreetly visit your domain – by possessing a minion! Once inside them you can do any of their tasks. As an imp you can dig, as a warlock you can fire bolts. Let's 'enter' an orc and lead them through the above game on a final assault on the enemy dungeon!



↑ There's our host body, waiting in the barracks with his squad.



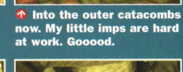
↑ Inside! Initial quite disorienting, but it controls like any *Doom* game!



↑ It's amazing seeing your dungeon from the view of your minions! The library!

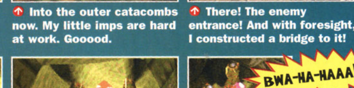


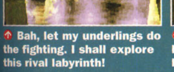
↑ And here's the guard at the gate! Heh heh, little does he know who I am!



↑ Into the outer catacombs now. My little imps are hard at work. Gooood.

↑ There! The enemy entrance! And with foresight, I constructed a bridge to it!





↑ Bah, let my underlings do the fighting. I shall explore this rival labyrinth!



↑ Their dungeon heart, I have found it! This host body has served its purpose!



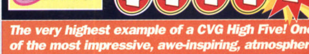
↑ Now I need only call my minions to destroy the heart! This realm is mine!

REVIEWER

This game is totally awesome! Its appeal lies in its sheer flexibility. You feel like you can do anything, and that anything can happen! Creating the whole dungeon eco-system is a fascinating experience. While it might look complicated here, it really isn't. The creature AI is so advanced, they do everything them-selves when provided for. And watching each one doing its own thing, really makes you appreciate the game logic. Of course, this is a game about being 'The Master' and that's what it does perfectly. Slapping the beasties into action, dragging them about, punishing them. It's total ego-satisfaction. And actually going into the dungeon and roaming around, just rounds off the 100% convincing sensation that this is a living world you're watching. Some people have knocked the graphics, saying they're too blocky. But these are casual observers who don't realise the scale of it. Tons of creatures, each animating individually, in a full 3D light-sourced environment, with irregular cavern-style walls. Wait until you see the glint of your spells on the water, the light-sensitive shadows, the glow of the lava on the walls. Trying to explain the impressive elements of this game is impossible, it's too staggeringly detailed! All I will say is that this game rivals *Quake* for best game ever, and perhaps beats it for technical ingenuity. It is a total reason to buy a £1000+ PC.

TOM GUISE







The very highest example of a CVG High Five! One of the most impressive, awe-inspiring, atmospheric and, most importantly, enjoyable games EVER!



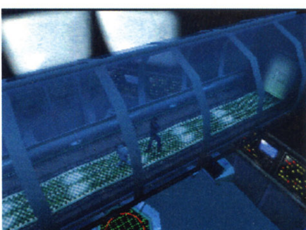


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Imagine a cross between *Resident Evil* and *Broken Helix*. Now take out zombies, lots of guns and virtually all the action. Say hello to *Overblood*.

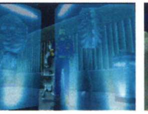
OVERBLOOD



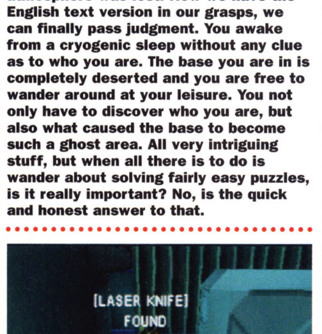


When this first arrived in the offices many moons ago, via an importer from Japan, it looked like a fairly promising game. The only trouble was, we couldn't read any of the text and as a result all the potential atmosphere was lost. Now we have the English text version in our grasps, we can finally pass judgment. You awake from a cryogenic sleep without any clue as to who you are. The base you are in is completely deserted and you are free to wander around at your leisure. You not only have to discover who you are, but also what caused the base to become such a ghost area. All very intriguing stuff, but when all there is to do is wander about solving fairly easy puzzles, is it really important? No, is the quick and honest answer to that.









This Laser Knife lets you cut through metal should you feel the need to.

BIRD'S EYE VIEW

If the *Resident Evil*-style viewpoint – with multiple cameras that change depending on where you walk – isn't your thing, then there are a couple of other angles to choose from. The second bears a more than a small resemblance to the standard *Broken Helix* playing slant, with only the top half of the Raz in shot. The other is a first-person perspective, where you look through Raz's eyes at whatever is directly in front of you.



PIPO DOWN A BIT PLEASE!

The only accomplice you come across in the early stages of the game is Pipo. When you first find him, he is nothing more than a crumpled heap of metal. But by locating his artificial intelligence chip and replacing it inside the droid, he becomes active again and chooses to follow you around. Unsurprisingly, Pipo is more than just a tag-along, because you have the ability to switch between him and the main character. Not only is Pipo able to reach the smaller passages, but he can also interface with various computer terminals around the research facility. This in turn opens various doors and gives you vital pieces of equipment.

REVIEWER

The first things you notice when you play Overblood is how similar it is to the likes of *Resident Evil* and *Broken Helix*. Not a bad thing you might think, but at least in those you had action straight from the word go. In this, the closest you get to action in the first hour of play is a zombie falling out of a lift. Wow. Sure there are loads of puzzles to solve, but when you are constantly walking from room to room, with nothing to do, this becomes so boring to the point of being pointless. Another thing that shouts out laziness is the animation. Raz runs like he needs to have dump all the time. Why? I know that you do get to fight people later on in the game, but because it takes so long to get to them, I couldn't be bothered to try and find out. Yawn, time for bed methinks.

STEVE KEY

EVERYBODY GET DOWN!

Controlling Raz (for that is the name of the human character in *Overblood*) is an easy affair. Those familiar with *Resident Evil*, which should be about everyone, will pick this up very easily. No matter which direction you're facing, up always makes you walk forward, and vice versa for down. Left and right simply moves you around on the spot. Holding circle makes Raz run or push objects, and X selects objects for use once you picked them up. Triangle causes you to crouch down which gives another plane of exploring to you, as you cannot search low places standing up. Additional to that, Pipo can only hunt through certain mechanical areas, whereas some keycards and passes can only be used by Raz. Make sure you experiment with both characters if you get stuck, by hitting R1 to switch between them.



Push this statue, crouch down and then search. This should give you the Anti Gravity chip you need to progress.



RATING







While the strategy element of this game is very well put together, that dramatic lack of action contributes to its downfall. It's just too boring.

So you think you know PlayStation games?



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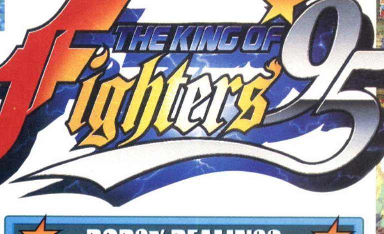




FIGHTING | BY SNK | JULY RELEASE | 1-2 PLAYERS

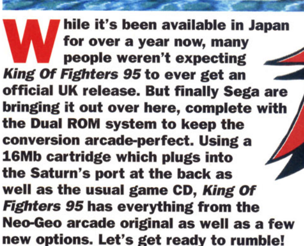
- PRICE £39.99
- NO OTHER VERSIONS AVAILABLE
- NO OTHER VERSIONS PLANNED
- STORAGE 1CD + 16MB CART
- RELEASED BY SEGA TEL 0181 996 4620

SNK combat game fans rejoice – the *King Of Fighters* tournament is coming to the UK!



The King of Fighters '95

While it's been available in Japan for over a year now, many people weren't expecting *King Of Fighters 95* to ever get an official UK release. But finally Sega are bringing it out over here, complete with the Dual ROM system to keep the conversion arcade-perfect. Using a 16Mb cartridge which plugs into the Saturn's port at the back as well as the usual game CD, *King Of Fighters 95* has everything from the Neo-Geo arcade original as well as a few new options. Let's get ready to rumble!





In UK *KOF 95*, there's no blood and Mai's jabberbangers don't wobble.

DODGY DEALINGS

Instead of taking damage by blocking attacks, you can dodge into the background for a split-second by pressing the Z button (or by pressing both weak attacks as in the arcade). You need to time the move just right or you'll get a smack in the face, but it can be used to go around pretty much anything, and you can even attack while dodging to surprise your opponent!





YOU DISSIN' ME?

Pressing the R button makes your character do a quick pose, like those in many fighting games. But *KOF 95*'s do more than just annoy an opponent – they actually take energy from their POW bar at the bottom of the screen!







The speech in *KOF 95* is appaling, but very funny. The poor old announcer can't speak properly.

HIT THE SHOWERS, STUD. I'M AN WOMAN. HEAR ME ROAR! UAAAH!





DUAL ROM ROM ROM, DA DUAL ROM ROM

KOF 95 is the first official Saturn game to use the machine's cartridge port properly, with the CD containing the character information and music while the cartridge has all of the stage backgrounds and sound effects. Without the cartridge, there's no way that all of the graphical detail of the Neo-Geo original could be loaded at once, and means that the Saturn version is virtually identical without costing the ridiculous amount of money that the Neo-Geo version does. In fact, the British version of *King Of Fighters 95* should only cost £39.99, even with the cartridge!

POW-ER UP!

As with many fighting games these days, *KOF 95* has a super bar at the bottom of the screen which lets the fighters perform super-powerful moves. Whenever you block an attack or take big damage, the POW Bar moves up slightly, though you can also charge it by holding the L Shift button (or holding both weak attacks and strong punch). Each character has a move which uses this bar – sometimes it's a super attack and other times it's a big combo. Either way, it does a lot of damage if it connects.





Super-cool charging poses!



Learn to charge your POW bar as you play.

KING OF FIGHTERS 24!

KOF 95 has 24 characters from all of SNK's top fighting games, all grouped into teams of three. On top of the 24 fighters available from the start there are the bosses which you can select with a simple cheat code. You can either play *KOF 95* with a single fighter like most other fighting games, or you can use the team battle mode. The Saturn version lets you play with either the eight fixed teams or in team edit mode where you can pick your three favourite characters and make a dream team.





TAKE THAT! NO, YOU TAKE THAT! NO, YOU! NO...

To keep the game flowing quickly, there are a few ways to counter attack in *KOF 95*. For example, if your opponent tries a special move on you, do one back just before they hit to counter them. It's also possible to do *KOF 95*'s best moves to avoid attacks – the guard reversal. Just as you are attacked by your opponent, block the move and instantly do a special attack to break out of your block and hit instantly! It takes practice but can be very useful once mastered.




With his POW bar at maximum, Robert can block King's kick and immediately attack!





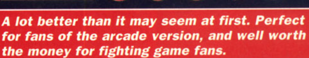



WAHBAH VAH AHN! RAWOO WAH! GOH!
(ROBERT VERSUS ANDY, ROUND ONE, GO!)

REVIEWER

The *King Of Fighters* games have a following which can only be described as "intense". In many of the top arcades there are gangs of fans who play the games non-stop and firmly believe that they are the best available anywhere. For those who've not already bought *KOF 95* (and 96) on import from Japan, this is their dream game. The graphics aren't brilliant, with some rather poor animation and feeble backgrounds (exactly the same as the arcade version) and the sound isn't too great either. The music's good, but the speech and sound effects are just plain funny. But it's not the graphics of *KOF* which make it so popular – it's the fact that there are so many characters to learn, each with loads of special moves, combos and varying styles to learn. Unlike the *Street Fighter* or even *Mortal Kombat* games, it's very difficult to get into *KOF 95* straight away. In fact, chances are you'll hate it the first time you play – but take some time to learn a few characters and you'll realise what's so good about it. When playing against someone else who knows what they're doing, it's excellent fun. Highly recommended to fighting game fans, but not worth the hassle for casual gamers.

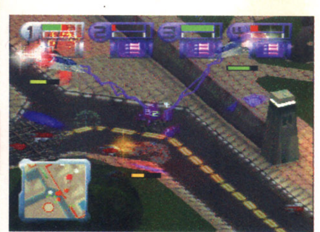
ED LOMAS

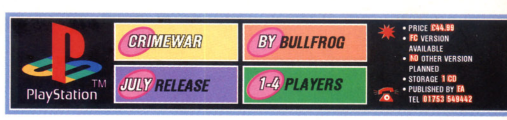





RATING

A lot better than it may seem at first. Perfect for fans of the arcade version, and well worth the money for fighting game fans.





Despite gaining control of Global Asylum Earth, the Eurocorp Syndicate is running into trouble again. It's time to dust off the Uzi…there's a body count that needs rising.



The world in *Syndicate Wars* is not sane. Normal civilians have computer controlled chips embedded into their brains and these chips are in turn run by one organisation – the Eurocorps Syndicate. For 95 years they have been ordering the humans, while constantly researching and upgrading these chips. A group of ten of the best scientists in the world were assigned to study the hardware, but even Eurocorps could not have imagined the progress they made. As a result of their work, nine of the ten professors turned insane and broke away from the Syndicate to form their own cult, the Church of New Epoch. The Church sent a virus into Eurocorp's main system, and chips malfunctioned at a frightening rate. The Epoch were gaining in strength. The Tenth member of the team, Ko-Paull Vissick escaped all clutches. He opposes not only the Church, but also the Syndicate and so began his own movement known as The Unguided. They too are willing to fight for total control. Cataclysm is approaching, and you're about to hit it head on…



The most effective way to find the lightning gun is to kill one of the Church members carrying it and pick it up once they are dead.

DOT TO DOT

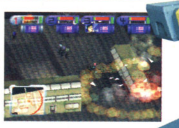
The dark and dimly lit streets in *Syndicate Wars* often look all too similar as you stroll about taking out pedestrians at will. The map you have will help to counter this. Not only does it show all roads and buildings, but also anything that moves in the level. Each coloured dot represents a potential target, and also shows those who are innocent. Red dots are Eurocorps agents, the Church appear as white. Grey are simple citizens, yellow are those civilians you've persuaded, and the coppers are indicated in blue. The flashing red dots are your targets for that particular stage.

PSYCHOTROPIC INFLU-WHAT?

Your Psychotropic Influence Bar sounds like something you order at a dodgy Spanish bar, but is fact one item you should use whenever possible. Basically, there are two forms of influence you can inflict. By holding the circle button and pressing left, a small blue bar will appear underneath the main energy strip. This is the Blue Funk Influence and this basically generates incredible paranoia in the agent. They the attack anything that wanders into it's firing range without hesitation. Hold circle and press right and a Red Mist bar appears. This multiplies awareness so that the Syndicate member will attack any potential enemy, which usually means somebody carrying a weapon. Which ever one you choose to use, the effect may not last long, but it cleanses any area in seconds.



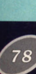




THE CHURCH OF THE NEW EPOCH



These guys aren't your common or garden priests. The scientists who broke away from C3 (Cybernetic Cognition Conference), or The Nine as they are known, started the Church of the New Epoch. They made the humans break free from the control of the chips and turn against the Syndicate. They want a free colony in which they are the rulers, and they intend to obtain it by destroying Eurocorp and the Earth, before starting a new community on the moon. God help anybody who happens to get in their way.







SWEET TALKER

I'M A SECRET LEMONADE DRINKER...

Even though killing people is the primary aim for you, sometimes a little more discrepancy is required. Which is where the art of communication and the advances in technology collide. The Persuadertron (Eurocorp) and the Indoctrinator (Church) are the two valuable items in question. By equipping these and walking up to certain not-so-hostile-people walking around the level, the chips in their brains are recoded. They then follow you until the successful end of the mission or until someone else kills them. Sometimes enemy agents can be talked around like this into joining your team, but make sure they won't shoot at you first!


The persuader is activated and collars two people nearby.


Now two extras tag along!

THE EUROCORP SYNDICATE

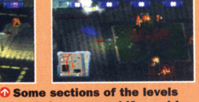
Eurocorp's domination is under threat. The Church is causing problems and the bosses behind the Syndicate want them stopped. At no expense. Your aim is to simply regain control of Earth. They want this not only to restore their idea of peace, but also because they aren't making enough money when disturbances keep disrupting their plans. The only way to do this is to wipe out the Church completely.



HOVER CARS, SPACESHIPS AND AUTOMOBILES?

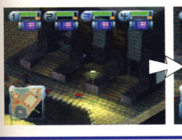
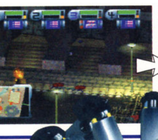


Why take the long hike around to the far-flung reaches of a level, when you have access to a whole host of cars and trucks to steal and get into. To clamber aboard the vehicles, all you need to do is position your agent over the car, hold R2 and press up. To get out of one, simply hold R2 and press down. Unfortunately, you do not have complete control once you are road-bound. All you can do is press Triangle, move the cursor to where you want to travel before pressing triangle again. The computer drives you there itself after that.



Some sections of the levels can only be accessed if you drive a vehicle through the above gates.

MONEY MAKES THE WORLD GO ROUND

At the end of the day, money is the most important thing in *Syndicate Wars*. Without it, you cannot purchase new weapons, armour or other upgrades once your research team has studied them. So what's the easiest way to get money? There are two methods for this. The first is the easiest of the two. At the start of the game, buy Miniguns for all your troops, then sell the standard Uzis. You should get around two grand a time for these. Then as you kill various troops around the levels, simply pick up their Uzis and sell them at the end of the stage! The second requires a little more effort. You have to locate the banks that are on certain stages. Then you have to rob them! The banks are identified by flags outside them bearing a dollar symbol. Once you've located the building, blow it into the middle of next week. The only remains left intact are indestructible currency cases, that give you the money if you pick them up and take them back to HQ once the level is completed.


THE CHOICE OF TWO;

The beauty of *Syndicate Wars* is that you have the chance to experience the game as both sides of the story. Deciding who is good and evil is up to you but both clans want the same thing...victory.

WAIT TILL I CLIMB UP YOUR PLUGHOLE!

REVIEWER

***Syndicate* on the Megadrive was one of the games I truly played all the way through, wanting to find out everything I could. Now *Wars* is here, I can comfortably say that my interest for the original has returned. The is something immensely satisfying about strolling around a city, mowing down civilians for no apparent reason. Sick as it sounds, it's still funny to see them collapse in a heap. Add to that a multitude of new weapons, and the fact you can play as the Church and you have a deeply rewarding game. However, it won't appeal to all. Despite the programmers' attempting to appeal to a wider audience by making it more of an 'arcade' game, there are some key elements from it's PC brother missing. For a start the research is done automatically, and there is no main map screen. Small details yes, but integral parts of *Syndicate Wars*. It takes a while to get used to the controls, but there is a deeply rewarding game here, and one that should be sampled. But you need a mouse to get the most from this.**

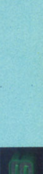
STEVE KEY

RATING



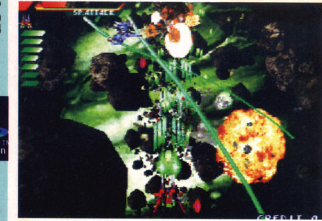


***Syndicate Wars* mixes a lot of action with a splattering of strategy, to finish up with a very playable and involving game. Not perfect, but still up there with the best.**







PlayStation	SHOOT 'EM UP	BY TAITO	• PRICE £34.99 • NO OTHER VERSIONS AVAILABLE • NO OTHER VERSIONS PLANNED • STORAGE 1 CD • RELEASED BY SONY TEL 0171 447 1600
	AUGUST RELEASE	1-2 PLAYERS	

It is the year 2219. The Earth is threatened with imminent destruction. Are you great enough to save us?

RAYSTORM™

We've yet to see a truly brilliant scrolling shoot 'em up for the PlayStation. Surely a crime by the software houses against the machines owners. All this is about to change though, with a spot-on arcade conversion of Taito's *Raystorm*. A game so great that Sony themselves are publishing it through Europe. It may have been a rare canopy in British arcades, but we predict it'll be very common in a lot of homes this summer. Look at the pictures, read the text, and if you're a fan of shoot 'em ups, start getting excited!







NEVER TELL ME THE ODDS!

The enemies of *Raystorm* are polygon-generated. Essential for creating the illusion of depth which plays an important part of the game. The Earth missions see you fighting a mix of land, sea and air-based foe. Ranging from tanks, submarines and some huge Gundam-style robots. When the battle moves into space the enemy fire power becomes a lot more impressive, with higher numbers of craft on screen. You'll need to keep your wits about you to succeed.









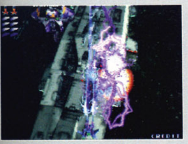


WANT SOME OF THIS?

The enemy hordes attack from different heights. While your R-Gray is armed with both missiles and bombs, you still need to lock-on to all your targets. The adjustment of your targeting system takes no more than a split-second. But because of this, the decision of who to target next becomes vital. An important tactic is to target craft that won't attack immediately. Learning the set patterns that the enemy attack soon sees you wiping out the opposition without too much fire being aimed at you.

BUT WAIT THERE'S MORE...

In addition to the arcade game, Taito have also included an extra mode. The game remains relatively the same as the original. Maps are added which show the locations of the battles between the missions. When you get to the stages themselves, the challenge becomes harder. This is because there are extra enemies making an appearance on each level!



Bosses have additional protection in the extra mode.



Look the first level is set over Britain and France.



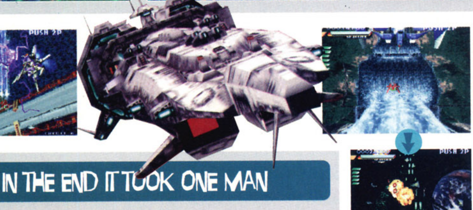
BIG BOSS MAN

The bosses of each level, are obviously the biggest characters of each stage. Each require different tactics. Sometimes it is better to shoot engines, or gun turrets on the boss, before you progress to batter the main craft. Other times there are bystanders to the fracas who join in the fight. Here it is difficult to go straight for the boss, as you've got to take out the little fellas first. Whatever you do, make sure you have some heavy-duty fire power, before encountering the big guys.













IN THE END IT TOOK ONE MAN



The R-Gray is the craft chosen by the powers that be, to save the Earth from the menace. And you've got to pilot it. There are actually two different Gray craft to choose from. R-Gray 1 is aimed at the beginner. Capable of lock-ing-on up to eight targets. The missiles the ship uses are laser bolts. With increased power the bolts fire to a wider range. Gray-2 is for the advanced player. Capable of locking-on to sixteen targets, the weapons are much more powerful than RG1. However they take a longer time to recharge. The missiles are fired as a single beam, and are faster than with its sister ship.

REVIEWER

I haven't enjoyed a shoot 'em up like this for a long time. *Raystorm* is a very polished game, looking gorgeous and playing even better. Unlike some blasters it offers quite a challenge too – completing the game with a single ship is nigh on impossible. The programmers have also been clever enough not to allow too many continues (often the bane of a decent shooter). In essence this is pure 2D style. While the graphics may be 3D, they trick you into a greater sense of depth. If you haven't got a shoot 'em up for the PlayStation yet, get this. It doesn't get any better. Great graphics, slick presentation and one heck of a playable game.

ALEX HUHTALA

RATING







The best shoot 'em up on the PlayStation by far. If you want some simple pleasures and a tough challenge, check it out.



TOBAL 2









FIGHTING ADVENTURE

BY DREAM FACTORY

OUT NOW

1-2 PLAYERS

- PRICE £IMPORT
- NO OTHER VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD
- PUBLISHED BY SQUARESOFT
- TEL IMPORTER

While *Tobal No.1* had some excellent original ideas not seen before in fighting games, it wasn't in the same league as *Tekken 2* and *Virtua Fighter 2*. *Tobal 2* however, is a massive improvement, adding far more than just two new characters. The excellent control system makes creating original combos relatively easy, and the physics of the fighters is just right so as to make the floating combos fair. The game plays at a brilliant speed, the fighters are varied and strong in character, the grapples add a new dimension to fights, the balance of move difficulty and damage is just right, and the graphics are truly some of the best ever seen. Running in the PlayStation's high-resolution mode at 60 frames per second, the fighters are smooth and incredibly detailed with no slowdown whatsoever. And we've not even mentioned the excellent Quest Mode and masses of secret playable fighters yet! The only downer is that the Japanese version has just enough text to ruin the Quest Mode for anyone who can't read the language, taking a lot away from the overall effect. If they ever get round to releasing an English language version (please, please, please, please, Mr Sony), this game will DEFINITELY score a High Five! It's amazing! **ED LOMAS**







Every character can do fireballs now!



A big selection of hidden fighters to collect adds loads to the game's lifespan.



Use the money you collect to buy items.









STAR FOX 64



ARCADE SHOOTER

OUT NOW (JAP)

BY NINTENDO



1-4 PLAYERS



- PRICE £IMPORT
- SNES VERSION AVAILABLE
- UK VERSION PLANNED
- STORAGE 128 MEG CART
- PUBLISHED BY NINTENDO JAPAN
- TEL IMPORTER

Starfox has become just as much of a name you associate with Nintendo as *Mario*. After the original came out on the SNES in 1992, complete with Super FX chip, Fox McCloud and company established themselves as household names. With a history like that, Nintendo have done the right thing by keeping all of the classic elements that made the original so good. In other words, they didn't do a *Mario Kart*. As well as the Arwing, the programmers have added the Landmaster tank and the Submarine to give the game some much needed variation. Your ships have also benefited from the upgrade by gaining two new moves, a 360° and a 180° flip. The levels are bright and varied and there are an absolute ton of secrets to find. I want to buy a Nintendo 64 after playing this and I don't think you can pay any higher compliment than that. Quite simply, awesome. **STEVE KEY**



The sooner this comes out in Britain, the sooner you'll be glad you bought your Nintendo!





THEATRE OF PAIN



FIGHTING



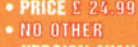
OUT NOW



BY MIRAGE



1-2 PLAYERS



- PRICE £ 24.99
- NO OTHER VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD
- PUBLISHED BY MIRAGE
- TEL 01260 299909

There are hardly any 2D fighting games available on the PC, and the few that have been released are pretty poor. Mirage's latest game is set in an alternate reality where the Roman Empire is ruling the whole galaxy. The twelve characters (eight immediately selectable, four hidden bosses) range from mutant gladiators to a cool dude with bladed chains, and each one made from a pre-rendered 3D model. The game itself is similar in many ways to *Killer Instinct*, with the standard six-button control and chain combos, as well as using a super power bar for special attacks. Running on a powerful machine it looks very nice, but still isn't up there with the best fighting games in the arcades or on console. For PC owners after a 2D fighting game *Theatre Of Pain* might be alright, but it's nothing special, unfortunately. **ED LOMAS**



Theatre Of Pain sums this game up well. That's the name of your games room if you get this.





BEDLAM 2

While the look of *Bedlam 2* may lead you to think it's a slow-moving strategy game, that couldn't be much more wrong. Like the first game, it's non-stop shooting in a high-speed futuristic tank, completing set objectives while searching for bonuses and destroying anything that dares threaten you. *Bedlam 2* adds more enemies and improves on just about every other part of the first game, meaning that it'll be warmly received by those who enjoyed the first game. There are some pretty annoying things - the supply of enemies goes on for ever, meaning that you're constantly blowing creatures away, and the RATT often moves at such a speed that it's difficult to control carefully. While it's going to be just what some people want, the majority of gamers will get tired of *Bedlam 2* early on. **ED LOMAS**



SHOOTING

OUT NOW

BY MIRAGE



1 PLAYER

- PRICE £ 24.99
- NO OTHER VERSION AVAILABLE
- PLAYSTATION VERSION PLANNED
- STORAGE 1 CD
- PUBLISHED BY MIRAGE
- TEL 01260 299909



This is like *Syndicate Wars*, but faster. And that's about it. Oh, it's not so good too.

YODA STORIES



Take on the role of Luke Skywalker, as you rid the galaxy of the evil Empire. Visit Yoda on Dagobah, and travel to alien worlds. Collect items as you go, encounter stormtroopers and probe bots. Pilot an X-wing, learn the Force and even steal an AT-AT. All in the space of under an hour. Almost identical to *Indiana Jones Desktop Adventures*, except all the characters and locations are Star Wars based. This is still a nice mild diversion. Simple graphics, and simple gameplay. Though the Star Wars theme does make it seem better than it really is. As an added bonus, Virgin have also included the awesome *Making Magic* on the same disc. A vital source of information regarding the making of the Star Wars Trilogy Special Editions. A novelty, but only good fun for a while. **ALEX HUHTALA**



DESKTOP ADV

OUT NOW

BY LUCASARTS



1 PLAYER

- PRICE £ XX
- NO OTHER VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD
- PUBLISHED BY VIRGIN
- TEL 0171 XXX XXXX



It looks basic, but you should see it running with 3Dfx - it looks like Shadows of the Empire!

SETTLERS 2-MISSION PACK



As with all big PC strategy games, it's not long before the inevitable mission CD arrives on the scene. This one has been out a while, but is a real gem. The new maps and continents are much tougher than in the original game. There's a new winter scenario, where you must endure the elements. A real challenge to survive here, though the snow makes everything look real pretty. Best of all, but only for the really dedicated, is the map editor. Which is actually quite simple to use, and gives you the ability to make even more levels to play on. The best designs will be placed on Blue Byte's web site, available for all to download. If you've already got the original and love it - now you'll love it just a little bit more. **ALEX HUHTALA**

STRATEGY

OUT NOW

BY BLUEBYTE



1-4 PLAYERS

- PRICE £ 14.99
- NO OTHER VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD
- PUBLISHED BY BLUEBYTE
- TEL 01604 259090



Wow, you couldn't build pagodas in the original. But now you can. Great! Four out of five!








SPEEDSTER

A racing game from Psygnosis - now there's a surprise, but this one is different. The action is viewed from above. Road signs flash on the screen before every corner, so you know which way to turn. There are 16 different vehicles to hit the tarmac in, over eight courses from around the globe. The graphics are very nice, with a great deal of variety and imagination. The whole thing looks realistic. But it is this realism that lets the game down, the cars handle with lots of oversteer and sliding, which is fine. Though it's the speed of the game which is the thorn in its side. Perhaps 'Trundler' might have been a better title. The cars are way too slow for any feeling of excitement. The two player mode works well, but again is rather dull. If they had made the cars faster this could have been brilliant, instead it is one to avoid. **ALEX HUHTALA**



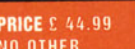
DRIVING

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Overhead, and yet 3D. A combination of the new and the old. Ah, the mystic Yin and Yang!

ARCADE

Teeming hordes of zombies all with the same gruesome purpose. That's the crowds of people packing the arcades to play the latest, greatest and goriest gun game!

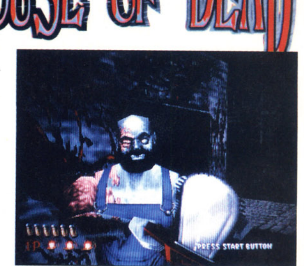
©SEGA

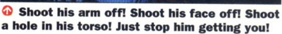


THE HOUSE OF THE DEAD

Gun games have been gaining popularity like no other coin-op in the arcades over the last year. *Virtua Cop 2*, *Time Crisis* and *Gunblade* we can understand, but so hungry are people for a shooting fix that they're even playing *Police Trainer*! Now though, there's a new one that has truly turned the gun game genre into a respected test of gaming prowess. Go into any big arcade in London and you'll find the hardcore gamers – the ones you'd normally only find at the *King Of Fighters* or *VF3* machines – furiously attempting to master *House Of The Dead*. These machines draw crowds of people unlike any gun game we've seen before! The official word? House Of The Dead is the best shooting game ever! And now we're going to tell you why...







Shoot his arm off! Shoot his face off! Shoot a hole in his torso! Just stop him getting you!





FEAR IS THE KEY!

All the best gun games have a top theme to them, putting you in the best action roles. *Virtua Cop* puts you in awesome Miami Vice-style stakeouts, in *Time Crisis* you're a James Bond character in a deadly villain's fortress. Now we get... HORROR! The unique selling point of this game is definitely that it scares the wits out of you! *House Of The Dead* is a zombie feast on par with Night Of The Living Dead. It IS *Resident Evil*, except you get a first-person view of the action, and a helluva lot more zombies for your cash! Taking on the role of special agents Thomas Rogan and G (two people can play), you've been called to the mansion of Dr Curien. On arrival you find the place overun with the undead, chasing after terrified scientists. Guns at the ready, you have to plough your way through the house and destroy the evil within! And yes, there is genetic laboratory. And its experiments have been expecting you!





The third boss, a horrific giant spider! Blow it away!

Spooky, crackling title screens add to the atmosphere.







SEGA'S GREATEST GUN GAME!

ARCADE



You face these zombies in the sewer if you fail to go through the mansion front. Much scarier!

MAD MONSTER PARTY!

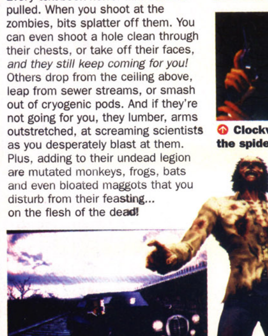
House Of The Dead plays with your nerves like no other arcade game! Every text-book horror film stunt is pulled. When you shoot at the zombies, bits splatter off them. You can even shoot a hole clean through their chests, or take off their faces, *and they still keep coming for you!* Others drop from the ceiling above, leap from sewer streams, or smash out of cryogenic pods. And if they're not going for you, they lumber, arms outstretched, at screaming scientists as you desperately blast at them. Plus, adding to their undead legion are mutated monkeys, frogs, bats and even bloated maggots that you disturb from their feasting... on the flesh of the dead!







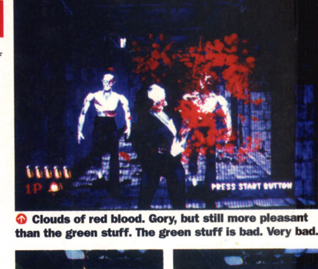
Clockwise from top – damsel in distress Sophie, the spider boss, the CVG team and the mysterious G.





GUN DAMNED!

The coin-op uses the same gun as the *Virtua Cop* games. Surely a good sign for Saturn conversion. However, the nature of this game's shooting action is somewhat different. Although you still fire six bullets and reload off-screen, the shots are much more splattery. And rather than firing sparingly accurate shots, you find yourself pumping a full clip into a monster, reloading, and pumping yet more! You don't get any other types of weapon either, adding to the desperation of some of the game's hairier situations! Finally, the coin-op has a built-in gore switch. Go to the arcades and you'll find some machines featuring red blood and meat, whereas others feature green fodder. We actually find the green more chilling, as it looks more like flesh-eating disease!



Clouds of red blood. Gory, but still more pleasant than the green stuff. The green stuff is bad. Very bad.

THE PATH TO HELL!

While *Time Crisis* added a pedal to the shooting game formula, *House Of The Dead* gives an even greater sense of freedom thanks to multiple routes. However, these aren't just token breaks in the routine as they were in *Virtua Cop 2*, they're integral parts of *House Of Dead*'s gameplay. Actions you perform throughout the game dictate where you go, and knowing what they are allows you to choose your route. For example, near the start a zombie is about to throw a scientist off a bridge. Save the scientist and he points you to go through the mansion's front door. Otherwise you head through the somewhat nastier sewage tunnels! Other times, you have to look for trapdoors, strange bookshelves, even electronic switches. Shoot them and they lead you onto new passages. This all gives the game a stronger adventure feel, as you explore the catacombs of the mansion!

The first boss and second bosses appear!



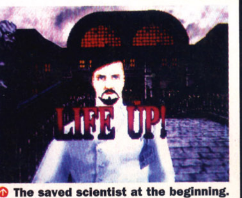




SATAN'S SIDEKICKS!

Shooting games always feature over-the-top bosses. *House Of The Dead*'s are terrifying. Every time one appears, an ancient scroll comes on screen pointing out their weak spot. The first giant knight, for example, can only be hurt at the hole on his chest. Every time you miss, he staggers closer and closer. Once his armour explodes off though, you can strip his carcass of all his flesh! Other bosses include a giant winged demon. We won't ruin the final one, suffice to say it's Dr Curien's life-long experiment!





The saved scientist at the beginning. He gives you an extra life too! Nice guy!



ARCADE

This month we thought we'd give you a insight into an exclusive Sega press meeting, held at the Otaku Enterprise Plaza in Kamata on the 15th March. Four main attractions were present. First stop – *Top Skater*...

This was the final release version of the game. There were two units on play, using either the deluxe cabinet or the compact cabinet, both using the same skateboard interface. This was the most popular game at the show and there were long queues to get to it. Both Mr. Oguchi (General Manager of AM3) and Mr. Kanno (Director of *Top Skater*) were there, and occasionally some of the team had a go and showed everybody some great tricks!

The aim of the game is to be the coolest skateboarder possible. All you have to do is to select either the Beginner or Expert course and choose from one of the six players. After racing around the course doing as many tricks as possible, you can see how you did. It's as simple as that!

TOP SKATER
SEGA SKATEBOARDING

(C) SEGA 1997 ALL RIGHTS RESERVED









Yeh, a Backside Indy 180. Impressive, but can you do a Backside Misty 720 to Method? EH?

STUNT TIME!

Most tricks are done when jumping off the ramps, banks and pipes. The harder the trick, the greater the points earned. Get closer to the ramp edge for more trick points, however, go over the edge before doing the trick and you crash!

You can also earn trick points by travelling around the course doing stunts. Obstacles litter the course, such as metal drums, cones, railings and low walls. Not only can you jump over them to avoid collisions, but by bouncing off the top of the drums and sliding along the top of railings you can get extra points.

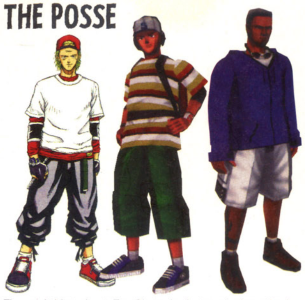
The aim of *Top Skater* is not to finish the course in the fastest time possible, but to do as many cool tricks as you can and still finish within the time limit! Floating in the air around the courses are Time Bonus rings, which give you extra seconds. In addition you can get a time bonus for doing tricks. With this extra time you can try to do even more tricks!





These shots are from Skater's Session – the Beginner course. Set on West Coast beach, it's 3,506 metres in length. Qualify in it and you get to try out the expert Stunt Tracker's Trophy course.

THE POSSE



The cool thing about *Top Skater* is that each character is sponsored by a real skatewear firm and their polygonal form wears the authentic clothes too. Can you spot which of the following wears Vans, Ad.One, Airwalk, Etnies, és or Reef footwear?







HANDLING YOUR DECK!

The main skateboard unit has 3 axis of movement; Roll, Slide and Tilt. With these it's possible to control the skateboard in 6 directions – left-roll, right-roll, left-slide, right-slide, front-tilt and back tilt.

ROLL: Depending on the degree of the roll, the angle of your curve increases as you travel forwards.

SLIDE: Used along with the roll, the slide allows you to make even sharper turns.

TILT: The front tilt gives you a small jump (Nollie) and the back tilt gives you a big jump (Ollie).



MUSIC BY PENNYWISE!

Pennywise started up as a punk band in the latter half of the 80's in the California South Bay area. Their album "Bad Religion" on an Indie Label had a major following with the surfers at that time. After that, they signed up with Epitaph and released their debut album "Pennywise" in '91, their second album "Unknown Road" in '93, and "About Time" in '95. Their newest album "Full Circle" was released this year. With a big skate-board following, AM3 used several tracks from all their albums plus one original track in the game!

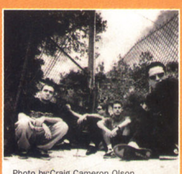


Photo by:Craig Cameron Olson / Epitaph Records





VIRTUA STRIKER 2

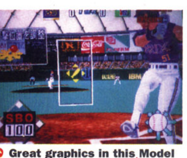
This was our first chance to get to grips with the game since the AOU Expo and the last development version we'll see before it's released in Japan in May. The main addition to the game was the two-player link-up between the cabinets. The gameplay is easy to pick up and the graphics are stunning. The computer AI in one-player mode if one of the last things left for AM2 to work on. Other than that it's looking good. Amongst the crowd, several of the development team could be seen, including Mr. Toshio Mifune (Director of *VS2*).

AROMA CLUB

Last, but not least, is the do-it-yourself aromatherapy game! This is going to be all the rage this summer and several articles have appeared in Japanese newspapers and on TV!

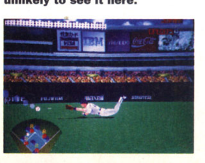
By answering some simple questions, players can receive a high quality blended oil, custom fit to their personal needs. There are six main categories, Recovery, Love, Beauty, Refresh, Relax and Energy. Depending on their answers they'll receive the perfect blend for their needs as well as a detailed diagnostic report. The pure, high quality oil is imported directly from England and there are 32 different types of blended oil available carefully selected by Sega under guidance of Rie Suzuki (a top aromatherapist).

DYNAMITE BASEBALL '97:



Great graphics in this Model 2 baseball game from AM1.

Being baseball though, we're unlikely to see it here.



Sega's new game at the show. From AM1, the creators of *Final Arch* (an ST-V baseball game) comes another baseball game. This time using the Model 2 board to generate 3D polygon graphics running at 60 frames a second. Using motion-capture, the baseball players' movements are smooth and realistic and the stadium employs the most advanced computer modelling yet seen in this kind of game.

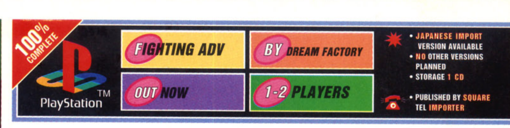
The main feature of this game is the 1 lever/2 button/bat-stick control mechanism. Using the special bat-stick you can judge the timing and strength of your swing precisely. However, the control of both the pitcher and batter is simple enough for even a beginner to pick it up easily.

In the style of a live TV broadcast, the camera angle constantly changes for a dynamic and exciting sensation, fully utilising the new 3D field of view. When you get a Home Run now, the camera pans the crowd and you can watch from above and around as your character runs from base to base.

There's also plenty of virtual advertising this time. 23 companies have participated including Coca Cola, Maxel and even Bandai!

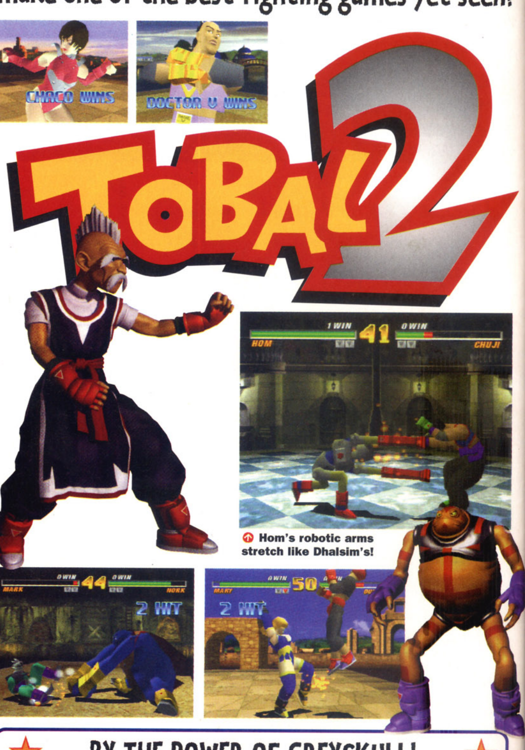
NEW GAMES





After creating one of the biggest-selling games in recent years, Squaresoft decide to make one of the best fighting games yet seen!

Tobal No. 1 was released in Japan last Summer and sold massively, mostly thanks to the *Final Fantasy VII* demo disc included with it. But those who bought the game realised that it was far more than just another 3D fighting game, with an original control method, smooth high-resolution graphics, great selection of characters, and interesting Quest Mode. *Tobal 2* is a massive improvement, not only because it has some of the best graphics yet seen in a fighting game, but also because every aspect of the game itself has been upgraded, making *Tobal 2* a surprisingly brilliant piece of software!



Hom's robotic arms stretch like Dhalsim's!

MIX 'N MATCH COMBOS!

The training mode in *Tobal 2* doesn't give you a complete list of combos and special moves – instead it lets you work out and learn your own! Whenever you perform an attack or special move, buttons light up on the right of the screen to show which attacks can be used to follow it, letting you create your own combos. The column on the right has buttons which light up only for a split-second, showing the exact timing of more powerful attacks which will normally cause your fighter to do an impressive sparkling move if you get the timing perfect! There are also displays showing the damage of moves, at which height they hit, and exactly what is being entered on the joypad along the bottom of the screen.



Training mode also gives you the option to edit the colours of the fighters' costumes to whatever you want!

If you're really sad (like us), you can edit the costumes so it looks like the fighters are naked. Oh dear.







BY THE POWER OF GREYSKULL!

A big new feature added since *Tobal No. 1* is that every fighter now has a projectile attack. It's very easy to do – just tap away and square, then tap and hold away again. All the time that the direction is held, your character powers up their fireball while their energy bar at the top of the screen decreases. If the move connects, it does massive damage and sends the other fighter flying backwards across the screen! Gambling your own energy by putting it into a fireball is often a risk worth taking, though clever opponents will work out ways of avoiding the unblockable attacks!







YOU MUST LEARN CONTROL!

The thing that really sets *Tobal 2* apart from the other 3D fighting games like the *Virtua Fighter*s and *Tekken*s is the control system. For a start, pressing up or down on the D-Pad moves the fighter into or out of the screen, making it possible to walk anywhere in the arena during a fight. The L buttons are used to jump, while the R buttons block. The triangle button performs a high attack, the square button does a mid-level attack, and the cross button does a low attack. This system makes a lot of sense once learned, and makes learning combos very easy as it's possible to work out exactly where the attacks are going to hit.



Each character has some hidden power moves!



I'M ILL. NO, NOT LIKE THAT. IT'S MY NAME. GRAAAH!

CHAMPIONS OF TOBAL!

The eight fighters from *Tobal No. 1* are back, along with two new competitors. Chaco Yutani is a young girl with quick, yet surprisingly strong attacks, while Doctor V is a big, slow scientist. As before, there are also three boss characters who can be played once the tournament has been completed in different ways – Mufu, Nork the Mysterious, and Emperor Udan. There are plenty more secret characters who are collected throughout the Quest Mode – Mark the Devil, for one. He uses a deadly form of Capoeira fighting, making him very unpredictable indeed!







The Chocobo from *Final Fantasy VII* becomes a playable character once you complete the first dungeon!

THROW THE KEYHOLE!

All of the characters can force a grapple by pressing the block and mid-level attacks at the same time. There are different holds depending on how you grab your opponent – getting them from the side makes you grab their arm, from the back and you get ready for a backbreaker throw, while a common grab from the front puts you into a grapple. When dominating a grapple, you can pull and push the other fighter around the ring or use one of your throws on them while they try and break out. Some of these grapples can go on for quite a while as each fighter counters the other's throws, desperately trying to get the upper hand. Excellent fun!

RPG RUMBLE!

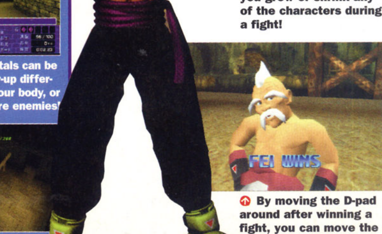
The Quest Mode in the first *Tobal* game was a nice idea, but there wasn't much to it – it just involved walking around dungeons fighting people. *Tobal 2* adds to this part of the game by turning it into a full, albeit fairly simple, RPG! Starting off in your home village, you wander around and explore until you find the way into the first dungeon. The view then switches to one behind your character, as you wander around the corridors searching for enemies and eventually the way to the next floor. As you find a ball of flame (orange to represent fixed enemies, and white to represent wandering ones) the view moves and the action changes to be just like the arcade mode, where you need to use your best special attacks and combos to beat the monsters! The Quest Mode is an excellent addition, though most of the plot is going to be lost on those who can't read Japanese.



Some enemies leave behind food when beaten. Be careful not to eat poisoned meat!



These crystals can be used to power-up different parts of your body, or even to capture enemies!



A simple cheat lets you grow or shrink any of the characters during a fight!

By moving the D-pad around after winning a fight, you can move the eyes of your fighter!



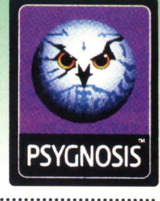
COMING TO A COUNTRY NEAR YOU SOON!

It took quite a while for the first *Tobal* game to come out in England, so we may have a fair wait for *Tobal 2* as well. But it's going to be worth it! We'll update you over the next few months.



NEW GAMES

A whole two pages on Psygnosis's games this month, as they reveal their plans for the rest of the year. The company constantly goes from strength to strength, and this latest batch of games is their most impressive line-up yet. Much more on these next issue!



70% COMPLETE | PlayStation | PC CD ROM | SHOOTING | BY PSYGNOSIS | OCT RELEASE | 1 PLAYER

G-POLICE

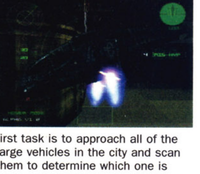
The year is 2097 and you are part of the G-Police, the law-enforcers on Callisto – one of Jupiter's moons.

Piloting the Havoc – a futuristic helicopter-style "vector thrust gunship" – you need to go about your daily business of policing city streets inside the domed cities on Callisto. There's also a deep plot to go with the game, starting with the mysterious death of Jeff Slater's (your) sister who was also a G-Police member. All of the plot details are given in some of the most amazing rendered video sequences yet, with incredibly life-like computer characters. The game itself requires you to pilot your Havoc around the cramped city streets, carrying out any orders given by your superiors. Many of these tasks involve bringing someone to justice by wiping them out with your vast selection of weaponry while being careful not to injure any innocent civilians, all with their own advanced artificial intelligence. For example, the very first task is to approach all of the large vehicles in the city and scan them to determine which one is carrying illegal weapons. When you discover the right one, let's just say that they aren't too happy about it! With its strong plot and excellent graphics, *G-Police* could be one of the biggest games of the Autumn.

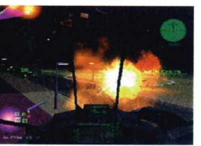


The lighting effects and explosions are just incredible!









60% COMPLETE | PlayStation | PC CD ROM | SHOOTING | BY TALES 2 | DEC RELEASE | 1 PLAYER

SHADOW MASTER

With a graphical style based on the designs of Rodney Matthews, famous for his fantasy paintings and sleeve designs, *Shadow Master* looks wonderful!

The lighting is especially impressive, with all manner of special effects like those seen in *Tunnel B1*. The idea of the game is to pilot your craft through 16 missions, wiping out all of the strange creatures and enemies, collecting special weapons on the way. Occasionally looking a bit like a 3D version of the old *Shadow of the Beast* worlds, *Shadow Master* could turn out to be an excellent load of fun.





You pilot a strange insect-car!





75% COMPLETE | PlayStation | PC CD ROM | RACING | BY BIZARRE CREATIONS | AUTUMN RELEASE | 1-2 PLAYERS

FORMULA 1 '97





It comes as no surprise to find that Psygnosis are releasing a 1997 upgrade of their smash hit *Formula 1*.

The biggest difference is that it now uses the PlayStation's high-resolution mode, like most of Psygnosis's new games, though it manages to keep the frame rate just as smooth as before. Also, the official licence is for the 1997 season so it's as up-to-date as possible – Damon Hill breaking down in his Arrows, Michael Schumacher in his Ferrari, plus a commentary by Murray Walker and Martin Brundle! The programmers have also listened to comments made by players of the first game (and there were a LOT of comments made!) and added many of the features they asked for. The arcade mode is now a lot more "arcadey" with powerslides now possible, while the simulation mode is more realistic. The cars now bounce around when hit, just like the real thing, plus there are proper weather effects which change during the game – you may be having an excellent race, before the skies darken and heavy rain starts pouring down! The proper flag system is in, meaning that dangerous driving can get you black flagged, and you'll get a warning before piling into crashed cars. On top of all this, there's now an in-cockpit view complete with virtual hands and a horizontal or vertical split-screen two-player mode! *Formula 1 '97* should have enough new features to appeal to those who own the first game as well as everyone else!





Enhanced car mechanics provide even more spectacular crashes!







FIRST LOOK AT HOT NEW SOFTWARE!

NEW GAMES



OVERBOARD!

Yo-ho-ho and a bottle of fizzy pop, me 'arties! Here's your chance to become a villainous pirate!
Controlling your pirate galleon, you need to explore the seas avoiding all sorts of hazards – other ships, sea beasts, gun turrets, parrots – searching for floating bottles containing map segments. Once all of the pieces have been found, an X will show up to indicate the exit. Along the way you can capture towns by destroying all of their defenses, giving you a safe starting point and power-ups as the game goes on. There are bonus tasks such as smuggling items, and it all looks very good already, especially the water effects. A-har!



You can collect a wide variety of weapons for your galleon.







PSYBADEK

Playing as either Xako or Mia, you must ride your hoverboard-style "dek" around 3D environments in an attempt to rescue your friends!
As you can tell from the screenshots, the worlds are fully 3D and you have the ability to go anywhere you want on your dek, performing stunts and collecting weapons to get past enemies. Each of the two main characters has their own game plot and routes, and they each perform different stunts. These include snowboading and skate-boarding tricks, as well as some which would be impossible on anything less than a HoverDek. The graphics, as with all of Psygnosis's games, are looking excellent, and the original idea and characters could make this a winner.



You can collect and tow weapons behind your HoverDek!



It's possible to go anywhere you want in the game world!







3D PLATFORM
BY TRAVELLERS TALES
DEC RELEASE
1 PLAYER

RASCAL

They said that something as good-looking as *Super Mario 64* wasn't possible on the PlayStation, but Travellers Tales' new 3D platform game is already getting very close!
While it's still very early, the 3D graphics in *Rascal* are very impressive, running at 60 frames per second with some very impressive light-sourcing. In this early version, the main character is just to give some idea of how the game will look, though Jim Henson's Creature Workshop is busily designing the main character as well as all of the enemies! You play as Rascal, who is the son of the inventor of a time machine. Naturally, you decide to try out the time machine and end up trav-elling to the past, present and future versions of each of the seven worlds!







COLONY WARS

Far in the future, ageing is cured and the Earth's population booms to such a level that the human race is forced to colonise other planets.
Centuries later, and Earth is the centre of a dictatorial galactic empire which controls five solar systems. The "League of Free Worlds" is formed to rebel against the empire, and you are one of their new recruits. It may sound slightly familiar, but the game is far more than just a feeble space combat sim like we've seen so many times before. For a start, it looks fantastic with excellent unique ship designs (over 50 of them) all modelled in high-resolution 3D. *Colony Wars* is already looking to be the detailed space adventure game that *X-Wing Vs TIE Fighter* should have been, and with 70 separate missions to complete it should last as well. Fingers crossed!

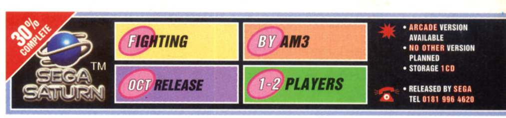






NEW GAMES





Sega's Saturn conversions of their top arcade games get better all the time, and *Last Bronx* is already shaping up to be completely fantastic!

LAST BRONX

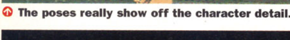
AM2 are Sega's R&D department fighting game experts – they're the team responsible for *Virtua Fighter* and *Fighting Vipers*. But AM3, creators of *Sega Rally*, surprised everyone last year by releasing an excellent 3D fighting game of their own in the arcades. *Last Bronx* is set in Tokyo, where the gang leaders of the city are fighting it out to decide who becomes the overall leader when they unite, thus avoiding any more gang conflicts. A strange storyline, but when has a plot ever been important to a fighting game?



OUTSIDE THE WALL

The fights in *Last Bronx* take place in a selection of urban arenas set up in some strange places. Each one has a small wall around the edge which confines the action and means that ring-out victories aren't possible. These small walls can be used when fighting, as the characters can jump onto them and off again to get a bit of extra height, or to surprise their opponent!




The poses really show off the character detail.





CAST BRONX

The arcade version of *Last Bronx* has eight playable fighters, as well as a final boss who can be accessed with a cheat code. Each character has their own weapon which suits their style of fighting – the enormous Zaimoku has a massive mallet, little Tommy has a stick almost as big as himself, combat gear-wearing Yoko uses tonfas, Joe uses Nunchukas, street fighter Kurosawa uses a plank of wood, Nagi fights with twin sais, cheerleader Lisa has two extendible metal poles, and Yusaku uses a large three-part metal weapon. An excellent cheat in the arcade version changes everyone's weapons into wacky household objects (Zaimoku's mallet becomes a giant fish, for example) and it'll no doubt be included in the final Saturn version.





The graphics are surprisingly close to those in the arcade version, especially on the characters.

AM3'S LAST BRONX CHEER!

©SEGA

HEY GOOD LOOKIN!

The Saturn version is still very early in development, with only four characters and two backgrounds in place so far. But already it's possible to see just how brilliant the final conversion is going to be. The graphics run in the same high-resolution mode as *Virtua Fighter 2* at 60 frames per second, meaning that the fighters move extremely realistically. Also, the arenas have the small walls from the arcade version, as well as multiple layers of background detail! It seems as though *Last Bronx* could be one of the best arcade conversions yet!

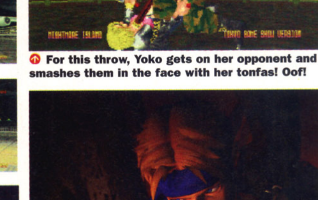


This is the special title screen for the Tokyo Game Show.









For this throw, Yoko gets on her opponent and smashes them in the face with her tonfas! Oof!



The final version will have shadows and weapon trails.





RUMBLE IN THE BRONX!

Last Bronx uses the same basic control system as the *Virtua Fighter* games, with Guard, Punch and Kick buttons. Also like *Virtua Fighter 2*, learning combination attacks is the best way to win, with floating combos being the best by far. Each character has a few special moves which will knock their opponent into the air, ready for more hits before they reach the ground! There are more floating combo possibilities than in the *Virtua Fighter* games, with impressive PPPK-style attacks which can be followed by other jumping moves!

FIRST BRONX!

Although the game engine is already coming on brilliantly, it's not clear what Saturn-exclusive features AM3 are going to add. Hopefully we'll have a new version of the game next month, so we can show you more!

NEW GAMES

And so to the round up of everyone else's Hot New Games for the month. Already Lara Croft is back on the scene, heading Core's power-packed line up of games for '97. Lara's not the only cult figure here though – check out the latest Star Trek game from Interplay!





FIGHTING FORCE

Capcom's *Final Fight* series kind of lost its way after the Super NES sequel, but Sega's *Streets Of Rage* games on Mega Drive remained exciting and innovative.

Fighting Force is NOT part of the *SOR* series, but it's the closest a 3D fighter has come. Four street fighters: Mace Daniels, Hawk Manson, Ben (Smasher) Jackson, and Alana McKendrick take the action to Dr Zeng and his gang of crooks. In the standard game it's a one or two-player situation in which as many as six enemies surround the two main characters. Core lay claim to over 40 moves per character. There's also a four-player option which takes place in an enclosed area – no enemies, just players. To keep things looking interesting, the game is split into 10 stages, which include airships, trains, and city streets. In each of the 25 locations, there's usually some kind of improvised weapon available – broken bottles, iron bars, the usual stuff. It's exciting, in an old-fashioned brought-up-to-date kind of way. Should be cool.



A second level lift section. Classic scrolling beat 'em up stuff.



Spinning kicks like this are easy to do, in that SOR fashion!



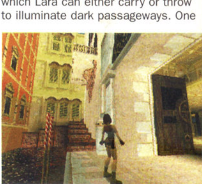




TOMB RAIDER 2

We'll reveal much more on this red hot title next issue. Meantime here's the gist.

The game engine for *TR2* is a modified version of the original, and everything is handled by the same team. Lara is being remodelled to be more curvaceous, and now sports a pony tail. A new gameplay feature includes (while we're on the subject) Lara's ponytail catching fire! There's also a variety of costumes required for specific situations, such as scuba diving, mountain climbing, and so on. Lara has a couple of new abilities to help her reach places, which are hand-over-hand climbing to scale walls, and crawling beneath ledges. Also expect to see cool vehicles in use for new types of terrain. Though most combat is still long-range – Lara always uses her guns to fight the enemy, never her hands and feet – there are couple of new weapons planned to add variety. The harpoon is the only one mentioned so far. Core aim to add more atmosphere with new lighting techniques, best example being a flare which Lara can either carry or throw to illuminate dark passageways. One idea under discussion is the possibility of night and day, which will all add to the puzzle-solving element. All new outdoor locations make this an option. All in all *TR2* looks destined to be more action-packed, and viscerally challenging than the original. The coolest magazine feature ever written is planned for this game next issue.





Outdoor scenes are just one of the great new features in *TR 2*.



30% COMPLETE | CD ROM | ADVENTURE | BY TRIBAL | NOV RELEASE | 1 PLAYER

STAR TREK: SECRET OF VULCAN FURY

At least as essential as *Star Trek: Starfleet Academy* for fans of the original series, *Vulcan Fury* has potential to be something very special for Interplay.

Vulcan Fury is billed as an adventure with story-based puzzles, authored by DC Fontana who was one of the original script writers. Players control six of the original series' main characters: Kirk, Sulu, Spock, McCoy, Chekov, and Scotty. These are brought to life using motion capture for detailed mannerisms right down to facial expressions. The voice talents of the original television cast provides another stamp of authenticity. Fontana has dreamed up six new episodes for Vulcan Fury, taking place in the 23rd century, chronicling the ancient history of the Vulcans and Romulans. A lot of work has gone into making the player interface as fluid as possible. Let's hope it all comes together in time for November.



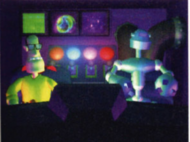


Mr Chekov... scan... the area... for... floating alien... faces... or any scantily-clad... green... women. I'm feeling... fruity.

40% COMPLETE
NINTENDO64
PLATFORM STRATEGY | BY DMA
SEPT RELEASE | 1 PLAYER

SILICON VALLEY

This N64 platform game has a simple visual style similar to *Mario 64*, though the gameplay is completely different.
The scene is aboard space station 'Silicon Valley', and you control a variety of Nanobots to solve the mystery of Silicon Valley's 1000 year disappearance. A Nanobot is defined by DMA as a cyborg animal, very similar to those found on Earth – with a few custom extras: Foxes have optional rocket propulsion, dogs may switch between paws or wheels, and so on. Nanobots need to be 'possessed' by a micro chip before falling under your command, and can only be 'entered' if they are close to exhaustion. The idea is to switch between N-bots in order to accomplish specific tasks in areas of Silicon Valley. Each time you do, a snippet of Silicon Valley history is revealed. Weird. Fun (hopefully). Not due out for ages. Watch this 'space' for more details.


Believe it or not, the guy wearing the specs is you!


A canine nanobot. Is he the right tool for the job?




Think of *Silicon Valley* as a puzzle game, rather than a platformer.

60% COMPLETE
SEGA SATURN
ADVENTURE | BY HUDSON/SEGA/AVEX
AUG RELEASE | 1 PLAYER



© SEGA 1997, © HUDSON 1997 © AVEX 1997

VIRUS

***Virus* is a collaboration between Sega, Hudson and Avex (the music is being done by Japanese recording artists 'Favourite Blue').**
It's a Cyber-space hybrid adventure set in the 22nd century when mankind is creating a virtual world called the "Cyber Network". More than just virtual reality, people can transfer not only their minds but their bodies into the Cyber Network by transforming themselves into data. The hero is cyber crime detective 'Serge', who's trying to find his brother Leon after he disappeared pursuing a killer virus on the Cyber Network. As Serge, players question people to uncover the deep mysteries and riddles of the Cyber Network. Combining Sega's computer graphics know-how along with Hudson's superior animation experience, *Virus* employs a revolutionary new "Hybrid Visual" system. One sequence shows a character skiing down an alpine slope. The background appears to be either digitised video footage or incredibly realistic 3D texture-mapped polygons. The character is overlaid on top of the CG. Battle sequences will use a real-time movie system. *Virus* will be published on 3CDs.






TANKTICS

An original strategy game from DMA, in which novelty tanks are built to destroy those of an opponent.
Players control a giant, hovering crane which carries a magnet. Tanks are constructed by lifting parts from a carrousel situated near home base, or else strewn about the battle ground. You choose either to construct a few heavy duty tanks, or many lightweight decoys – or a cunning mix. Various time zones affect the appearance of your crane, and the characteristics of the terrain. So far we've seen a prehistoric-style bird contrasted with a shiny UFO! Single-player mode is puzzle based, for example an enemy base may only be stormed if a small decoy tank is constructed to allow the main artillery to move in. PC *Tanktiks* will support eight-player network play, which is more of a mad scramble for parts and 'Tanktactical' warfare. Trust DMA to hone this madness into something cool.


Chaos in the multi-player mode of *Tanktiks*.


Futuristic-style tanks are built using the UFO crane.




40% COMPLETE
PlayStation
PC CD ROM
WATER RACING | BY INTERPLAY
NOV RELEASE | 1-8 PLAYERS

POWER BOAT

Interplay's first in-house game for PC and PlayStation is very much in the spirit of Nintendo's original *Wave Race* demo.
Power Boat boasts similar realistic water effects as Wave Race, though we're uncertain as to whether it will incorporate the same kind of stunts. There are ramps to jump off, and obstacles to negotiate throughout circuits themed creatively around their locations. Near Mount Fuji in Japan the city lights and sky scrapers fill the sky. In Monaco cars can be seen racing near the coastline. We're promised crazy shortcuts, and wild background activity to boost the impressive visuals.



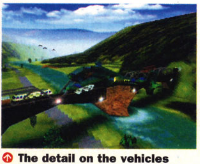



Good to know that there's a cockpit view included. Should be hair raising!

80% COMPLETE | PC CD ROM | 3D SHOOTING | BY BLUE BYTE | AUG RELEASE | 1-4 PLAYERS

EXTREME ASSAULT

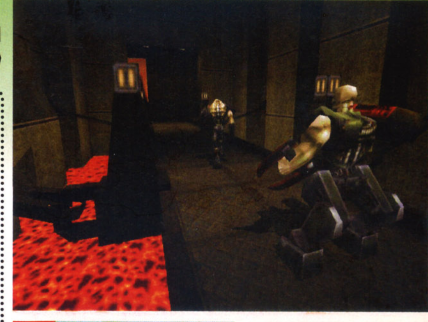
Looking like a flashy flight simulator and playing like an AirWolf end-of-season special, *Extreme Assault* can't fail!
These screenshots may look impossibly good when still, but we can tell you that the game runs at an excellent speed and frame rate – and all of this without any accelerator cards! You pilot a futuristic helicopter armed with some fantastic weaponry, ranging from laser cannons to radar-guided missiles which you must use to carry out the objectives outlined at the start of each mission. As well as using your attack helicopter you also get to use an impressively-armed battle tank to complete some of these missions, many of which involve blowing everything up! If you want to try out a demo version for yourself, you can download one from **www.bluebyte.com/us/main.htm**. Using some amazing graphical techniques not seen on the PC before as well as high-speed non-stop action, Extreme Assault is going to be big!


The detail on the vehicles and landscapes is incredible!


You can lock the game view anywhere, just like it's on TV!




Set in the future, *Extreme Assault* features amazing technology!



60% COMPLETE | PC CD ROM | KING OF GAMES! | BY ID SOFTWARE | SUMMER RELEASE | 1-32 PLAYERS

QUAKE 2


Aaaagh! *Quake 2*! *Quake 2*!

While very little is known about *Quake 2* at the moment, id Software have already released some proper screenshots!
As you can tell from these 3Dfx-enhanced pictures, the style of the graphics is very similar to the first game's only there are a few new features. There's now real-time coloured lighting like the effects being programmed into Saturn *Quake*, plus all objects and creatures cast real-time shadows! The pictures so far released are all in a science fiction style, and it's expected that the whole game will be along these lines, rather than the castles and dungeons of the first *Quake*. It's said that instead of the levels coming in order like those in *Quake*, there will be a "hub" system like that in *Hexen* and *Turok*, letting the player go back and forth through the game at will. The axe is almost certainly going to be removed, rumour has it to be replaced by a grappling hook, while the rest of the weapons are going to be dumped in favour of an all-new arsenal! The game should be shown at the E3 soon, and we'll have a big report as soon as we've played it!



90% COMPLETE | PlayStation | DRIVING | BY TAITO | AUG RELEASE | 1 PLAYER





RAY TRACERS

Ray Tracers. Rage Racer. Ray Tracers. Rage Racer. They may sound almost identical in name, but couldn't be much more different in game.
As you've probably gathered from the screenshots, *Ray Tracers* is a driving game, but it plays very differently from most others around at the moment. You play against a strict time limit, racing between checkpoints using your nitro bursts as you go. Hitting cars causes them to explode, earning yourself points, while knocking barriers and other objects along the road lets you rack up a higher score the further you hit them! There are some excellent lighting effects, and the game moves at a crazy speed all of the time. With gameplay similar to old arcade classics like Chase HQ, *Ray Tracers* could turn out to be a surprise hit!


Smash into cars for mega points!

90% COMPLETE | PC CD ROM | 3D SHOOTING | BY KIDUM MULTIMEDIA | SEPT RELEASE | 1-8 PLAYERS



VIRUS

It's a strange idea, but *Virus* the game lets you fly around the insides of your hard drive wiping out the viruses that have infected it!
The entire game takes place inside your PC, as you pilot your ship around each of the files and directories on your 3D hard drive. If you fly into a text file, the words get printed all over the walls of the room, if you fly into a picture file, it makes up the textures, and if you fly into a sound file, it plays in the background! The graphics are similar to *Descent*'s, as you search for the spreading viruses in a full 360° 3D environment! It may sound dangerous to your hard drive, but there's no chance of it getting damaged as the game simply reads where each file is and creates the levels for you – it turns out differently on every machine! And don't worry if you've got some "dodgy" files you don't want texture-mapped onto the walls when people are around – there's an option especially for you people.




90% COMPLETE · NINTENDO64 · 3D ACTION GAME · BY OCEAN · AUTUMN RELEASE · 1 PLAYER

MISSION IMPOSSIBLE

Take on the role of Ethan Hunt, CIA agent at large, trying to find out who framed you. The game follows the plot of the film pretty closely.

Before long you'll be exploring the Russian Embassy, CIA headquarters and even Liverpool St Station! All computer characters in the game boast a very high level of artificial intelligence, something which Ocean is very proud of, for this feature plays an integral part of the game. Interaction with the other characters is essential. All can respond differently to your actions. The graphics are spectacular, with real-time rendered characters, plus a realistic 3D environment. Use gadgets, stop the bad guys and complete your mission. Let's just hope it has the famous theme tune!



Ethan runs to catch a train. Where are the autograph hunters?



Is that the time? He's got 20 mins to find some after dinner mints.

75% COMPLETE · PC CD ROM · SIMULATION · BY JANE'S · SUMMER RELEASE · 1 PLAYER

688 HUNTER KILLER

Jane's CS are promising the most immersive submarine simulation ever for this one.

No small feat. Command your sub through world hot spots, with locations including the Atlantic, Caribbean, Mediterranean, Persian Gulf and Indian Ocean. Train your crew, master the controls and arm yourself with advanced weaponry. Tactical missions include SEAL deployment, cruise missile attacks and of course, engaging in combat with other sea-based craft. Jane's are experts in all things military related, and with this boasting a true 3D environment, satellite-modelled terrain and multiple camera views, be prepared for a very realistic game.



80% COMPLETE · PC CD ROM · FOOTBALL MANAGEMENT · BY EA SPORTS · JULY RELEASE · 1 PLAYER

FIFA SOCCER MANAGER

Most ambitious game to date. The game allows you to play as any team in the English, Italian, Scottish, French and German leagues.

Then take complete control, to the tiniest detail. Watch the revenue skyrocket when the burgers and replica shirts start to sell. Then fire your groundsmen, when you're fined by the FA for having an unplayable pitch. The games themselves can be viewed with multiple camera angles. There's over 7,500 players from the different leagues, all with accurate statistics rated in 29 different categories. Just don't accept any bungs when you enter the transfer market!





There's almost too much information and choice to handle!



STRATEGY · BY BLIZZARD · SUMMER RELEASE · 1 PLAYERS



THE DARK SAGA

***The Dark Saga* is an enhanced version of the PC titles *Warcraft 2* and the *Beyond The Portal* expansion pack.**

Take on the role of commander of either the Human or Orc forces. Following a long war between the two, the humans fled across the Great Sea, while the Orcs gave chase. Engage in tactical warfare over land, sea and air. There are 52 missions, set over four campaigns, with over 100 customisable maps. Already a success on the PC, the fantasy arrives on the consoles this summer.





85% COMPLETE · PC CD ROM · STRATEGY · BY EA · AUG RELEASE · 1-4 PLAYERS

BEASTS AND BUMPKINS

***Beasts and Bumpkins* is a medieval set strategy game with quite a few novel ideas.**

As Lord Mildrew you must first manage your local village, then expand into the enemies territory. Do well and you'll be proclaimed King. Unfortunately the neighbours happen to be zombies and demons. You're going to have to build an army to reclaim the land against these guys. There is a fair amount of humour thrown into the mix as well. Events such as exploding cows are not uncommon. You can even fine your citizens for swearing and vandalism. Or hold public executions. It is even up to you to control the population growth. Playing matchmaker, you must decide who pairs off with who. Pair two intelligent peasants to produce a wizard, but don't make too many village idiots. Construct buildings, cast spells and engage in battle. *Beasts and Bumpkins* looks like it has all the makings of a great game.

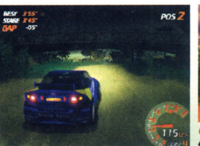


90% COMPLETE · PlayStation · RACING · BY INFOGAMES · AUG RELEASE · 1-4 PLAYERS

V-RALLY 97

The programmers at Infogrames say that *V-Rally* utilises the console like nothing else on the market.

Running in hi-res mode, the graphics look incredible. The game includes nine rally cars and 45 tracks! Set around the world in mountain, desert and jungle regions. The races also take place at different times of the day, with a variety of weather conditions. Top rally car builders were consulted to lend their advice, with the end result promising to be very realistic. The game accommodates two players through a split screen, and four with a link-up! Technically and graphically this is one hot game. Please let it play just as good.



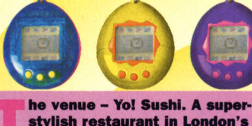


If you've got a widescreen TV there's a special split screen mode.



TAMAGOTCHI™ IS GO!

They've landed! On May 8th, *Tamagotchi* appeared in UK shops and promptly sold out within hours! The night before however, an exclusive early hatching took place – at the *Tamagotchi* Launch Party!



The venue – Yo! Sushi. A super-stylish restaurant in London's Soho district, where the food is mechanically served on conveyor belts and you have to intercept the drinks yourself, as they trundle past on self-guided robotic trolleys! Mad as this may be on a normal day, the nuttiness far surpassed itself on this historical night, as the place packed out with willing foster parents, ready to take part in the World's first-ever simultaneous *Tamagotchi* hatching!

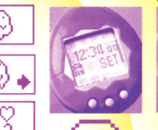


The invitations arrived the form of a brightly-coloured adoption papers, informing guests that their virtual pets were currently in a UK quarantine facility. And to complete the package, a small dog-tag was attached, each one with a different christian name – to be exchanged for that particular pet! In other words, a FREE *Tamagotchi*! Wahoooo!

The launch night itself had been openly publicised on the front window of Yo! Sushi, with a number to call to get tickets. Whether you actually got one or not was another thing, but one thing's for sure, there were none going spare! Once inside, the routine was basically to grab as much sushi from the perpetually rotating (and replenishing) conveyor belts – and as much drink from the robo-trolleys – while being verbally abused by doctors and nurses based on the *Tamagotchi* doodles you see on this page. All the while, bidding time until the egg-watches made an appearance.

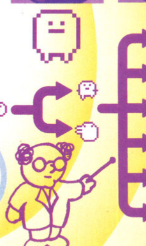
After a protracted build-up from an eccentric professor (who we reckon is really Frank Sidebottom!), the *Tamagotchis* surfaced. First on the conveyor belts, then carried around in straw-filled baskets by the doctors and nurses. It was when handing in the dog-tags that something became apparent. They returned the tags to you! This meant you could potentially hand the tag to a different warden and claim more and more 'gotchis! Not that we did of course. Oh no!

The night continued, with AOL projecting their new Tamachatty onto the wall (see CVG World p.16) and experienced carers giving advice, while some lucky guests managed to blag *Tamagotchi* merchandise imported from Japan!











ACCEPT NO IMITATIONS. *TAMAGOTCHI* IS NOW AVAILABLE FROM MOST TOY SHOPS. PRICE £10.99 (DON'T PAY MORE!). HOPEFULLY STOCKS HAVE BEEN REPLENISHED!



TAMAGOTCHI FARM!

Tamagotchi is a sensation that has consumed the CVG Team! What makes it superior to other 'virtual pets' is that your creature actually grows differently depending on how you look after it. To give you a better idea, above is a Breeding Tree showing you how it works. Take it from us, you don't want the ugly ones with lips! Incidently, we're thinking of starting up an regular Tamagotchi Farm feature in CVG, providing cool care tips and suggestions. However, it's going to need your input. Send us your queries, your own breeding hints, and even drawings of your own pets (complete with their name). We want the page to be as busy as possible.

In the meantime, you can contact the **Tamagotchi Hotline** for any immediate assistance on **0181 742 9033**.





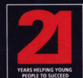


To inspire here some of our pets. L to R – Ed keeps his dead to save looking after it, Jaime has broken the office record with 18 (today!) Ed Lomas, and Tom's 'Kindred' died in the dark, obscured by eight hunks of dung!

THERE'S
A CHARITY THAT
WANTS MORE PEOPLE
TO SUFFER
LIKE THIS.

YOU SHOULD BE AWARE THAT SONY HAVE INFLICTED THEIR NEW SAMPLER ON AN UNSUSPECTING PUBLIC.
POWER SOURCE CONTAINS: TOMB RAIDER, PORSCHE CHALLENGE, MONSTER TRUCKS 2 AND DESTRUCTION DERBY 2.
YES, YOUR THUMBS WILL HURT, YOUR BRAIN WILL HURT, BUT YOUR SOUL WILL BE PURE. ALL PROCEEDS GO TO THE PRINCE'S TRUST.









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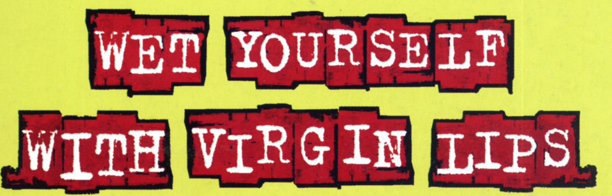
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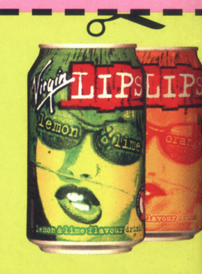
The Staff Room, Friday lunchtime (Pupils welcome)



ENQUIRIES: CALL 0500 011 806

Stick this up. Take cover and prepare to wet yourself.





THE HOTTEST GAMING GOSSIP FROM AROUND THE WORLD!



July 1997

FREEPLAY

Issue 15

BIG SEQUELS = BIG PROBLEMS
COMPLICATIONS SURROUND TOMB RAIDER 2 AND TOBAL 2!

Details have emerged in the past few days that Core Design's biggest Saturn title is to be canned! *Tomb Raider 2*, the sequel to Lara Croft's underground adventures, will not be appearing on Sega's machine!

Although details specifying the reasons behind this decision have not been released, rumours suggest that the stand-alone Saturn cannot reasonably handle the graphical detail of the game. Having said that, it's been strongly suggested that *Tomb Raider 2* will appear on the Saturn add-on cartridge that is being developed for use with *Virtua Fighter 3*. This will certainly contain all of the memory and graphical requirements needed to convert this hot title.

The other major surprise this month is the announcement by Square in Japan that they will not be bringing out their awesome new fighting game *Tobal 2* in the United States, for two major reasons.

The first deciding influence is the frankly disappointing sales of the original *Tobal* stateside. Even though the game was extremely successful in Japan, the very fact that it was programmed by Squaresoft – who hold an immense amount of respect from the public – will always shift copies in the Far East. That respect isn't so great in America, so the revenue for their games is affected.

The second reason is to do with the costs of translating the game. Due to the nature of the quest mode, the cost Square would incur in copying the Japanese text into English would not be worth their while if the sales followed the same pattern as the original.

What this has in store for the British version is as yet unclear, but Sony are still claiming they intend to release *Tobal 2* at the end of this year. Naturally, if anything changes, CVG will keep you informed.

WHAT'S GOING DOWN AT SEGA?

It's been a busy month for the people at Sega, obviously too busy for some, due to a pretty major staff change within the ranks. European Product Manager Andy Mee has departed company with the big S, under what can only be described as uncertain circumstances.

Mee was in charge of the marketing and sales strategies for the Saturn in the UK and Europe, not perhaps something he is going to want to put on his CV. He also held a 'What do you want from Mee?' conference at ECTS last September, and it looks like all they wanted was for him to clear his desk. No replacement for him has been appointed yet.

Sources from Japan indicate details have been released about the Sonic Team's next title, and guess what – it's a racing game! But not the sort you'd expect, because rumours suggest it's going to be *Sonic Racing*, Sega's answer to *Mario Kart*. And there are suggestions it'll be at E3.

Also at Sega, details have emerged that they have bought an 16% share of the 3DFX company. A wise move for Sega, as the deal is said to include exclusive console rights to 3DFX hardware, indefinitely! So last month's Freeplay news on Sega's 64-bit console using 3DFX accelerator chips, would seem to be spot on!



THE RED-HOT RUMOURS DIVISION!

We keep our ears to the ground and evade the guard dogs to bring you rumours galore!

- *Dungeon Keeper* is to be Peter Molyneux's last game in charge of Bullfrog. He's forming his own software company and EA have already signed up the rights to publish their first title.
- N64 game *Wild Choppers* has been "indefinitely postponed!" It now has no set release date.
- Square's next game from their sports division is to be *Digical League*, a baseball sim.
- Dreamworks *Lost World: Jurassic Park* game will be unveiled at E3!
- *Zero Divide 2* is confirmed for a release at the end of June in Japan.
- *Tekken 3* is already 30% complete on PlayStation, but may be delayed until next year!
- Nintendo's profits have dropped 13.7 % to 101.0 Billion Yen. They blame the complications surrounding the launch of N64 for this.
- Sonic Team will be making a 3D Sonic game, and there are suggestions it may be called *Sonic X-Treme* after all!
- *Sonic Fighters* on Saturn is set for a Summer release in Japan, with the US release a couple of months after.
- Acclaim are to produce *NHL Breakaway '98* for N64. Don't expect it here until at least next year though!
- Other games signed up for use with the N64 Rumble Pack include *Extreme G, Wayne Gretzky's 3D Hockey 2, San Francisco Rush* and *Clay Fighter 64 1/3*. Other possible compatible games include *Robotron 64, Top Gear Rally, WCW Wrestling Nitro, Ken Griffey Jnr. MLBaseball, Buggy Boogie* and *Donkey Kong 64*.

READERS MOST WANTED CHART

Again *Resident Evil 2* tops the charts, but with all the delays it's receiving, can you lot stand the wait?

1	RESIDENT EVIL 2	PS
2	VIRTUA FIGHTER 3	SAT
3	FINAL FANTASY VII	PS
4	TEKKEN 3	PS, N64
5	NiGHTS 2	SAT
6	RAGE RACER	PS
7	ZELDA 64	N64
8	MARIO KART 64	N64
9	TOMB RAIDER 2	PS
10	ISS 64	N64

Some of the more notable titles that just failed to make the final ten this month were *Time Crisis, Saturn Resident Evil* and *Scud Race*. More and more of you are calling for a proper Saturn *Sonic* game, so our news about the next two Project Sonic games after *Jam* should please you. The plain stupid award goes to four people this month for their suggestions of *Sim Kebab Shop* (yes, very amusing), *Legend of Lomas 64* (what a crap game that would be), *Doom* the Movie (yawn) and *Turtles the Arcade Game*. Get with the picture people!

Contents

computer and video games OFFICIAL CHART ROUND-UP

UK MULTI-FORMAT SALES TOP 20

THIS	LAST	TITLE	FORMAT	PUBLISHER
1	**1**	**PORSCHE CHALLENGE**	**PLAYSTATION**	**SONY**
2	NE	WAVE RACE 64	NINTENDO 64	NINTENDO
3	NE	JONAH LOMU RUGBY	PLAYSTATION	CODEMASTERS
4	2	MICRO MACHINES V3	PLAYSTATION	CODEMASTERS
5	3	TOTAL NBA '97	PLAYSTATION	SONY
6	5	EXHUMED	PLAYSTATION	BMG
7	4	RED ALERT: COUNTERSTRIKE	PC CD-ROM	VIRGIN
8	6	THEME HOSPITAL	PC CD-ROM	EA
9	9	TOMB RAIDER	PLAYSTATION	EIDOS
10	8	DESTRUCTION DERBY: PLATINUM	PLAYSTATION	SONY
11	11	FORMULA ONE	PLAYSTATION	SONY
12	7	COOL BOARDERS	PLAYSTATION	SONY
13	17	RIDGE RACER: PLATINUM	PLAYSTATION	SONY
14	12	MECHWARRIOR 2	PLAYSTATION	ACTIVISION
15	20	TEKKEN: PLATINUM	PLAYSTATION	SONY
16	RE	AIR COMBAT: PLATINUM	PLAYSTATION	SONY
17	RE	WIPEOUT: PLATINUM	PLAYSTATION	SONY
18	RE	TUROK: DINOSAUR HUNTER	NINTENDO 64	NINTENDO
19	14	C&C: RED ALERT	PC CD-ROM	VIRGIN
20	19	CHAMP. MAN 2: DOUBLE PACK	PC CD-ROM	EIDOS

JAPANESE MULTI-FORMAT SALES TOP 10

1	**ALUNDRA**	**PLAYSTATION**
2	SENTIMENTAL 1ST WINDOW	SATURN
3	POCKET MONSTERS	GAME BOY
4	IQ: INTELLIGENT CUBE	PLAYSTATION
5	FINAL FANTASY VII	PLAYSTATION
6	STREET GAMES '97	PLAYSTATION
7	CONVENIENCE STORE	PLAYSTATION
8	PARAPPA THE RAPPA	PLAYSTATION
9	THEME PARK	PLAYSTATION
10	BUSHIDO BLADE	PLAYSTATION

AMERICAN MULTI-FORMAT SALES TOP 10

1	**DOOM 64**	**NINTENDO 64**
2	NEED FOR SPEED 2	PLAYSTATION
3	WCW VS THE WORLD	PLAYSTATION
4	BLAST CORPS	NINTENDO 64
5	NBA SHOOT '97	PLAYSTATION
6	VANDAL HEARTS	KONAMI
7	MARIO KART 64	NINTENDO 64
8	VR BASEBALL	PLAYSTATION
9	NBA LIVE '97	SATURN
10	SHADOWS OF THE EMPIRE	NINTENDO 64

CVG TEAM'S MOST PLAYED GAMES OF THE MONTH

1	**STREET FIGHTER 3**	**ARCADE**
2	FIGHTERS MEGAMIX	SATURN
3	ISS 64	NINTENDO 64
4	TEKKEN 3	ARCADE
5	PREMIER MANAGER '97	PC CD-ROM


©Capcom

COMPUTER & VIDEO GAMES MOST RECOMMENDED!

These may not be the hottest games around or the newest, but these are what we recommend this month for each system.

SATURN U.K. TOP 5

1	SHINING IN THE HOLY ARK	SEGA
2	SATURN BOMBERMAN	SEGA
3	MICRO MACHINES V3	CODEMASTERS
4	JONAH LOMU RUGBY	CODEMASTERS
5	PUZZLE FIGHTER 2	VIRGIN

SATURN IMPORT TOP 5

1	SONIC JAM	SEGA
2	DUKE NUKEM 3D	SEGA
3	WAKU WAKU 7	SUNSOFT
4	WILLY WOMBAT	HUDSON
5	METAL SLUG	SEGA

PLAYSTATION U.K. TOP 5

1	ISS PRO	KONAMI
2	PARAPPA THE RAPPA	SONY
3	SYNDICATE WARS	EA
4	RAGE RACER	SONY
5	SOUL BLADE	SONY

PLAYSTATION IMPORT TOP 5

1	TIME CRISIS	NAMCO
2	TOBAL 2	SQUARESOFT
3	FINAL FANTASY TACTICS	SQUARESOFT
4	CASTLEVANIA X	KONAMI
5	IQ INTELLIGENT CUBE	SONY

PC TOP 5

1	DUNGEON KEEPER	EA
2	PREMIER MANAGER '97	GREMLIN
3	DARK FORCES 2	VIRGIN
4	OUTLAWS	VIRGIN
5	DARK REIGN	ACTIVISION

NINTENDO 64 TOP 5

1	ISS 64	KONAMI
2	TUROK: DINOSAUR HUNTER	ACCLAIM
3	MARIO 64	THE GAMES
4	SHADOWS OF THE EMPIRE	THE GAMES
5	PILOTWINGS 64	THE GAMES

NINTENDO 64 IMPORT TOP 3

1	STARFOX 64	NINTENDO
2	DOOM 64	MIDWAY
3	BLAST CORPS	NINTENDO

16 BIT TOP 3

1	TETRIS ATTACK	SUPER NES
2	SONIC 3D	SEGA
3	MARIO KART	SUPER NES

ARCADE TOP 5

1	HOUSE OF THE DEAD	AM1
2	VIRTUA FIGHTER 3	AM2
3	STREET FIGHTER 3	CAPCOM
4	TEKKEN 3	NAMCO
5	SCUD RACE	AM2

CVG'S TOP 15 OZ BROWN SAYINGS (AND TRANSLATIONS)

1. EFFFFFF (BLOW ME DOWN)
2. JABBER CLACKERS (BREASTS)
3. LASSATOBER (LAST OCTOBER)
4. OHWSUM (AWESOME)
5. YEAH BOYEEE (NICE ONE)
6. PLASSIK MONOCOLUS (TOM'S PLASTIC BINOCULARS)
7. BRETTA ACTION (GUN SHOOT OUT)
8. 15 INNA CLIP AN WUN IN THA PIPE (A GUN)
9. ARNNEE GOTTA PIG'S ART (ARNIE'S HEART PROBLEMS)
10. OH MY GAWD FARVERS (OH DEAR)
11. AIN'T GOT TAAIM TA BLEEED (I'M BUSY)
12. GET YO ASS TO MARSH (GO AWAY)
13. I KNOW NOW WHAY YOO CRAAIY (NEVER MIND)
14. I WILL ALWAYS LOVE YOU (GOODBYE)
15. THEY MAY TAKE OUR LAIVES, BUT THEY'LL NEVER TAKE OUR FREEEEDUM.

LEGEND

VIDEO GAMING

Retro Computer Cabin

From his new dockside sewage outlet deep beneath the bowels of CVG plush new offices, the Goblin prepares another crop of retro crusties for your perusal.

Following a trend in 1986-87 for military style shoot-em ups (*GREEN BERET* and *COMBAT SCHOOL* to name but two) *OPERATION WOLF* was a new breed 'gun game' and spawned a host of imitators. The game is divided into six different levels: the communications set up, the jungle, the village, the powder magazine, the concentration camp and the airport. Each level sets you a specific task towards your goal of freeing the hostages and the game-play is essentially the same. The battlefield scrolls from left to right – with your crosshair panning across it. The enemy rush in from both sides – in three different planes.

The foreground soldiers practically fill the screen and have to be taken out quickly while dozens of troopers are dashing on in twos and threes in the far distance. Though not a particularly good strategy, I used to love spraying down everything that moved (including nurses and civilians) with the front-mounted uzi and then letting rip with a few grenades to see the massive explosions as tanks and choppers rip apart and go up in a ball of flames. Home computer versions followed and were generally of an excellent quality, especially the Amiga and ST versions that included all the little bonuses like shooting the birds, coconuts from trees and the stinkin' pig that scampers on to pick up the ammo. The mouse-driven cursor was also a lot easier and accurate to control than the 8-bit's unwieldy joystick waggling, though I recommend hunting them down on which ever system you have.

OPERATION WOLF. **Nearly all home conversions were ace.**

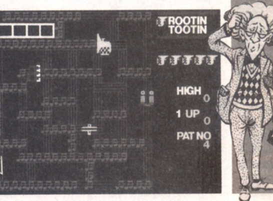
PIXELS OUT FOR THE LADS!

Ed Lomas fancies Lara Croft, Tommy G only gets in all the Jap mags to gorp at the naughty manga-style pics in the back whilst he's on the bog. Even little Paul Davies surprised me the other day when he dragged me into an arcade and proudly pointed out how much the girl character's breasts wobble in *DEAD OR ALIVE*. So, in response to this worryingly unhealthy interest in binary babes I decided to flick through a few old CVGs and rediscover a few favourites.



1. The classic *GAME OVER* advert. The original art showed a futuristic-looking woman with one nip showing, that was hastily airbrushed over when parents complained. (Original shown!).
2. Maria Whittaker (complete with little saucers covering her bozangers) and Wolf from the Gladiators standing on a dead monster to promote Palace Software's *BARBARIAN*.
3. Page 3's Corrine Russell in naff tiger-skin get-up for the cassette inlay to Martech's OKish *VIXEN*.
4. The rather scantily-dressed woman from the excellent Waklin drawn (Excellent US artist that did tons of Ocean's artwork) *WHERE TIME STOOD STILL*. Good game too!
5. *SAM FOX STRIP POKER*. Only let down by the fact that she didn't take all of her clothes off! Not that I ever played it of course.

ROOTIN' TOOTIN' by Hesware (Human Engineered Software!) on the C64, is adapted from the smash-hit Japanese arcade game (The original was by Data East). You take control of a tuba trapped inside a maze-like musical scale whose purpose is to eat up all the musical notes while being chased by unusual musical instruments, each with their own specific attack patterns – clanging symbols, maniacal madphones and killer Piranhas to name but a few.



ROOTIN' TOOTIN. **There are thousands of forgotten games like this.**

You earn points by clearing the screen of the notes and by blasting sound waves at the encroaching instruments. There's nothing particularly remarkable or innovative here, and for a game about music the sound is basic to say the least. So why do I like it? Because it's one of those hundreds of simple to play games with silly-looking graphics that were rife on home computers and arcades in the early 80's and will never see the light of day again. Or will they?

RETRODROID'S INTERNET HEAVEN!

This month's net sites are a real mixed bag of retro stuff...

Although we take CD music almost for granted with today's games, many old games had some great tunes. Music by Rob Hubbard or Tim Follin pushed the 8-bit machines to their limits. For those of you who like game music, check out The Videogame Music Archive at www.geocities.com/timesquare/alley/7097. Here you'll find a wealth of mostly 16-bit music files to download, covering most SNES and Megadrive games. Does anyone know of a good site featuring UK game music ? I still rate the music from the C64 version of "*Ghosts N Goblins*" as a classic.

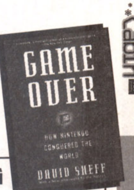
Now I thought that the Microgoblin and I had owned some games hardware in our time, but Syd Bolton in the USA might just have beaten us. Visit his classic games site at http://207.61.52.13/ppages/sbolton/classic.htm and read through a well-written die hard collector's site. This site also features info on a RARE US-only handheld machine known as the "Supervision" Very bizarre.

After last month's VIC-20 piece, I was duty bound to track down some CMB sites. One of the best I found is the CBM Vic Tribute Page at http://ezinfo.ucs.indiana.edu/~melick/vic.html. This is a great Commodore site featuring a full history of Commodore, some emulators, and interviews from some legendary VIC coders, retro fans may be able to guess who...

Also, go to http://joyce.eng.yale.edu/~bt/turbo.emu and download David Michel's excellent "Magic Engine" emulator, a superb PC Engine emulator. Back in 1988, it was these pages that first showed us NEC's awesome 8-bit wonder, and now you can relive those classic HuCards on your PC. *Galaga 88, R-Type, Super Wonderboy*... the list begins. Try the shareware and then register for the full version of this. So many classics, the list goes on.

Thanks to Alex Ward for spending far too much time on the Internet.

RECOMMENDED RETRO READING



1. HACKERS. Steven Levy's classic has been out for ages, but if you haven't read it, his book gives a marvellous insight into the world of the computer hacker. From the first computer 'nerds' that hung out in the MIT computer labs programming mainframes to how the first home computer was eventually realised, this book is absolutely unputdownable. There's also a bit of stuff in there about the history of various video games!

2. GAME OVER. More essential reading from a weighty book that deals with the fascinating history of NINTENDO.

3. INSANELY GREAT. Another fascinating book from Steven Leavy that charts the success story behind Apple computers and the people that made it happen.

4. CYBERPUNK. Outlaws and Hackers on the electronic frontier by computer journalists John Markoff and Katie Hafner. It's split into three parts. The first part features the best account so far of the exploits of the notorious Kevin Mitnick, the second portrays the tale of German hacker Pengo and his attempts to hack secrets for the KGB and the third features the tale of RTM, Robert Morris, the first person to unleash a virus onto the rest of the world.

CABIN FREEPLAY CLASSIFIED

P.C.B.'S, JUKE BOXES AND ARCADE CABINETS. IF THERE'S A GAME YOU WANT, TELEPHONE SIMON GREEN ON 0973 720312 OR 0973 721115 FOR MORE DETAILS.

THE EXCELLENT RETROGAMER (NO.9) IS OUT NOW! IT PROFILES THE BIGGEST GAME OF ALL TIME - *PAC-MAN* AND PART 2 OF THE EUJENE JARVIS STORY. AVAILABLE FROM KEITH AINSWORTH, 52 KINGFILED ROAD, ORRELL PARK, LIVERPOOL, L9 3AW. PRICE £1.50.

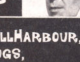


THE LEGEND OF LOMAS

The ancient parchments decree that all humans who let their eyes wander over CVG shall be forced into a life searching endlessly for "tips" and "cheats" for "video games". You, my friend have read too far and are now under my spell. If you do not do as I say, my curse shall wreak havoc with your gaming fingers. Ni!

SEND YOUR TIPS, CHEATS AND PLAYERS GUIDES TO:





CVG, 37-39 MILLHARBOUR, THE ISLE OF DOGS, LONDON E14 9TZ

You can now also send any tips or guides to this Email address. But please, don't just give us a load you've taken off the internet or copied out of other magazines. Don't forget – the best original tip will win the sender a free game of their choice from HMV!

TIPS.CVG@ECM.EMAP.COM

PLAYSTATION

EXHUMED

Here are some cheats to completely ruin this magnificent adventure (we strongly recommend you DON'T use this cheat, and instead play the game properly yourself to get your money's worth out of it).

On the map screen, press C, X, T, S, Right, Down, Up, Left on the second controller and you should be able to move to any level with the first controller.

Once you've done this cheat, go to your inventory screen during the game and go to the list of weapons. Now hold **Select and press Square** as many times as you want to give yourself all of the weapons. **Holding Select and pressing Circle** will remove an item each time – if you run out of ammo for a weapon, remove them all then give them back to yourself for maximum ammo.

If you go to the list of artifacts on the inventory screen and **hold Select and press Square**, you can give yourself however many of those you want. It also works on the radio transmitter to give you all the pieces of that, and if done on the map option, it'll give you more life bars!

While in any part of the inventory screen, if you **hold Select and press X** you'll give yourself another key. Keep pressing **X** to cycle through all of the key combinations until you reach the one you want.

To avoid collecting the Team Dolls in order to get the bonus modes, just use these cheats. For Dolphin Mode, play the game as usual and at any time press **S, S, T, T, X, X, C, C** on the second controller. The dolphin icon should appear in the corner to let you know that it's working.

For Vulture Mode, play as usual and at any time press **C, R1, R2, S, Right, L1, L2, Left on the second controller.** The vulture icon should appear in the corner of the screen and you can now fly by tapping the jump button repeatedly.

NEED FOR SPEED 2

The game may be rubbish, but it's got an excellent set of cheats in it!

To use these secret vehicles, go to the password screen and enter the code. You'll notice that most of them end in **"ME"**, but this can be changed to **"U"** to give the vehicle to player 2. It's like "me" and "you", get it? Clever or what?

Army Truck	**ARMYME**
Audi Quattro	**QUATME**
BMW	**BMRME**
Bus	**BUSME**
Citroen	**CITME**
Crate	**CRATME**
Ford Indigo	**LILZIP**
Jeep	**JEPME**
Landcruiser	**LCME**
Limosine	**LIMOME**
Log	**LOGME**
Mazda	**MAZME**
Mercedes Benz	**BNZME**
Outhouse	**OUTHME**
Saab	**BEETME**
Semi Cab	**SEMIME**
Snowplough	**SNOWME**
Tram	**TRAMME**
Tyrannosaurus Rex	**TREXME**
Van	**VANME**
Volvo	**VOVME**
VW Beetle	**BUGME**
Wagon	**WAGOME**
80's Jeep	**YJME**
Monolithic Studios track	**SHOTME**
Proving Ground track	**LDKMTD**
Outback track	**GROWPG**
Northern Country	**HTYSBD**

To upgrade all the vehicles to the Pioneer engine, enter the password **"POWRUP"**.

While a race is loading, hold all of the buttons **(L1+L2+R1+R2+T+S+C+X).** When the race starts you should now have a total of nine camera angles instead of the usual four!

MICRO MACHINES V3

At any time during the game, press Start to pause, then press **S, X, C, S, T, X, X, X, X.** You should now go a lot faster than before. Thanks to **Kevin McDermott from Glasgow**.

COOL BOARDERS

Just in case you haven't found it out yourself, **Christopher Loughlin from Co. Down** has written in to tell you all how to play as the snowman from the third course. All you need to do is beat the Total Points score on each course, including the secret ones. He may look a bit strange, but he can go extremely fast.

PORSCHE CHALLENGE

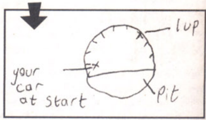
This tip from **Andrew Webber in Exeter** gives you access to the tune test driver cheat, letting you alter the car settings. Just go to the main menu (with '1 Player' and 'Options' as choices) and **press Left+Circle, then Right+Square+Select at the same time.**

John Thompson from Leyland has sent in a few more of his own for *Porsche*, all of which should be entered on the main menu screen.

Invisible Cars
S+C, L2+R2, S+C, L1+R1, S+C
Mirror Mode
Left+C, Down+T, Right+S
Mad Race
Up, Left, Right+Select
Player Car Jumps
S, C, S
All Cars Jump
Hold Up and press S, C, S, C, S, C, S
Fish-eye lens
S+C+T, L1, L2, R2, R1
High voices
Up, T, Up, T
Infinite retirements
L1+L2, S+R1+R2

DESTRUCTION DERBY 2

J. Thompson has sent directions to help everyone find a 1Up in the Death Bowl. It replaces one of the flames on top of the torch in the right of the arena. He's done a little diagram to show where it is.



DIE HARD TRILOGY

Danny Johnson from Liverpool knows a way of getting infinite ammo for the pistol so that you can fire it super-quickly – almost as fast as the MP5. On the first section, when you have the pistol, empty it so that you hear the reload noise as you finish the level. When you start the next level you'll have no ammo, but it'll go up whenever you fire and you'll be able to fire quicker than usual.

REBEL ASSAULT 2

To open all of the chapters, go to the password screen and enter **X, S, X, X, X, T.** Now go to the chapter select screen and you should be able to pick any of them. Thanks to **Daniel Copes from Dagenham** for sending that in.

FIFA 97

D. Reeves from Chippenham has a discovered a cheat (well, a terrible bug really) which lets you have the same player on your team up to three times at once. Choose any team and after the control select menu, go to the options screen before starting a game. You can now put any player you want on the bench three times. Start the match, and as the players start running onto the pitch, pause it and go to Team Management and substitute your three Eric Cantonas (or whoever) for three existing players. Carry on with the game, and as soon as the ball goes out of play, Eric and his two clones will run onto the pitch! Execute the playtesters!

D. Reeves wins a copy of *Micro Machines V3* as requested for finding that out. Congratulations!

SATURN

DARK SAVIOUR

Joshua Simms from East Hyde knows how to play a bonus game in *Dark Saviour*. "First, complete the ship level before 3:30 and when the door is opened and you have to look for Bilan on deck, go back the way you came through the ship. When you come to the machine that looks like a Scalextrix table, it will now be lit up. Walk up to it and press A, then choose to play. You'll be taken to a nice little sub-game where you control a little blue triangle trying to get all the yellow things on screen." A moves you forwards, B moves you backwards, and the d-pad or the L and R buttons turn you. You need to complete all 25 stages as quickly as possible, and to exit you have to press **A+B+C+Start** to reset the game to the title screen. Make sure you save your game before you play.

COMMAND & CONQUER

These codes can be used to give yourself items in the middle of a game. Just pause the game and enter any of these.

Nuclear Missile
A, B, C, Left, Down, Right, Up, Left, Down, Right, Up, A
Ion Cannon
A, B, C, Left, Down, Right, Up, Left, Down, Right, Up, B
Airstrike
A, B, C, Left, Down, Right, Up, Left, Down, Right, Up, C
$5,000
Right, Left, A, B, C, Z, Y, X, Right, Left
Toxic Lab
C, Right, A, Z, Y, B, Up, B, B, A
More Unit Options
Y, A, B, B, A, Down, A, B, B, A, Down, Up
Laser Orcas
X, Y, Z, Right, Down, Left, Up, Right, Down, Left, Up, X
All Map
Up, Down, Right, Left, A, Up, Down, Right, Left, A

EXHUMED

J. Lock from Cardiff has found a new tip for *Exhumed* which sounds interesting. You must have all of the artifacts first, the go to the Set Arena. Go into the boss room and turn around so that you're facing the arena where you fought the boss. Jump up and levitate and the whole screen should go dark and disco lights should appear on the floor. Strange, but could be true.

MR BONES

To get a level select, go to the main start menu and press **R, L, R, R, L, R, L, L, R, L, R, R**. You should now be able to choose the level select option and pick any stage.

NINTENDO 64

J-LEAGUE PERFECT STRIKER

For those of you who bought the Japanese version of *International Superstar Soccer 64*, here are a few cheats from **Andrew Rutherford in Macclesfield**. Those of you who've been into games for a while should recognise the cheats as variations of Konami's usual code.

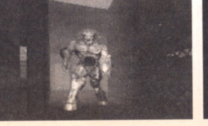
To get two extra teams – Japan Dreams and World Dreams – go to the title screen and press **Up, L, Up, L, Down, L, Down, L, Left, R, Right, R, Left, R, Right, R, B, A. Then hold the Z trigger and press the Start button.**

To play in the excellent big head mode, go to the title screen and on the **four yellow C buttons press Top, Top, Bottom, Bottom, Left, Right, Left, Right, B, A. Then hold the Z trigger and press the Start button.**

DOOM 64

This password will put you on the last level with every other stage completed, full health, full armour, full ammo, all weapons, and all three of the pentagrams which power you and your laser weapon up to ridiculous levels!

W93M 7H20 BCYO PSVB



WE'RE STUCK!

Dear CVG,
Could you please answer my gaming questions?
1. How do you get onto Big Boo's Balcony on level five?
2. How do you get star 6 on level 13 the one where you have to get the wiggler.
3. On level 12 (Tall Tall Mountain) how do you get star number 4 the one with "Mysterious Mountainside" as the clue.
4. Do you know any cheats for infinite ammo or invincibility.

PS. This game is driving me insane so please answer my questions.

Yours, Brian Urquhart, Ullapool.

CVG: *Sure is driving you insane. We can tell from your letter.*
1. In one of the rooms on the first floor, you'll just be able to see a high ledge if you use the close-up view of Mario. You need to run at the opposite wall and jump off it to reach the ledge. From there you'll be able to go through the door to the roof with Big Boo on it.
2. Firstly, as big Mario, you need to climb to the top of the hill and do a drop attack in the puddle of water to make a hole (if you've already got star 4, you'll know where we mean as this hill is one of the points you need to touch). Now become small Mario and go down the hole to find the caterpillar, then drop attack it on the head to kill it.
3. As you're going up the side of the mountain, you'll notice a section of wall on the left which is exactly the same size and shape as one of the paintings in the house. When you go near it, it'll wobble just like a painting as well. Just jump in it to get to a slide level with a star at the bottom.
4. Seeing as you don't say what game you're talking about and there's no ammo in Super Mario 64, we can't help. The only N64 game with an infinite ammo cheat is Turok, and that was in the last issue.

Dear CVG,
On *Tekken 2* for the PlayStation I can't get the special characters Roger the Kangaroo and Alex the reptile. Please could you help me!
Darryl Anton, Chorley.

CVG: *You need to play the game in arcade mode, and when you reach the third character, beat them with only a tiny bit of your energy left. The announcer should say "Grrrrrrrreat!" and either Roger or Alex will be your next opponent. Beat them and go on to finish the game and they'll be added to your collection.*

Dear ED,
How the flippin' hell do you get the bowling pins on *Toonstruck* for I have every other item and I'm dead stuck. So please... HELP!!!
Yours needingly,
Robert Wingfield.

CVG: *First use the cloak on Drew to get into Seedy's bowling parlour in the Malevolands. Once inside (be careful) use the glue on the bear's bowling ball, then get Flux to bowl. You should win the trophy which will do nicely as the bowling pins.*

Dear CVG,
I'm stuck on *Soul Blade*. I don't know where to find Hwang's, Rock's, Voldo's, Li-Long's and Seung Mina's last weapon.
Thanks in advance.
Yours sincerely,
Edward Green

CVG: *Just fighting around the different stages randomly until you get the final weapon will work eventually, but here's a fiddly technique which worked for us. Finish a game in Edge Master Mode and save it after you beat Soul Edge. Now go back one stage from Spain and lose the fight. When you return to the map screen, your character will hopefully do their "time over" pose and look upset. If they do, go one more stage backwards, away from Spain and win the fight there. If you're lucky, you'll get the final weapon when you win. If not, reload the game and do it all again. It's a bit of a pain, but does work eventually.*

Dear Sir,
HELP!!!
Having only had a PC for a couple of months I'm new to games, so please be gentle with a computer illiterate pensioner!
The only Lead Bar I need is the other side of the flamin' pillars. I know what to do but I haven't the manual dexterity skills necessary with the cursor keys to get Lara to the far side of the room without going for a swim or turning to cinders. I've tried dozens of times without success, and Lara's medipacks and energy levels are now very low.
My question is: How can I cheat and move on to the next level?
Your sincerely,
Tony Caffry, Tatworth.

CVG: *Try this out, but we advise that you don't use it again unless you get similarly desperate later on. While playing, hold Shift and walk one step forwards, one step backwards, then turn around four times anti-clockwise, and finally jump forwards.*

WE'RE SICK!

A one-off section, just because we wanted to have a laugh at some readers who are still trying to do our April Fool's joke cheat to get Lara Croft from *Tomb Raider* in the nude.

Dear CVG,
My friends and I want to know how many button presses you do on the 2nd controller for the nude version of Lara Croft we do 12 but again it doesn't work.
Yours, D. Rooke and friends.

PS. When you danse do you have to keep repeating it on the 1st controller eg: step right, step left, jump – repeat etc. Could you answer them please I'm so – so desperate.

CVG: *Oh dear.*

Tomb Raider.
Go to Lara's practising Gymnasium guided tour. When she gets out of the pool she will say that she has to change her wet clothes. Hold Select and press: Square, Up, Circle, Down. Then she will remove her clothes and prance around for the rest of the game in nude. Lara baps can still be seen even in the FMV sequence when she puts off her clothes.

Can you please print a picture of this cheat, PLEASE. Tnankyou.

From Matthes Azzopardi.

CVG: *That final comment proved just how sad you really are.*

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HIGH SCORES, CVG,
37-39 MILLHARBOUR,
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SOUL BLADE (PS)

Arcade Mode 0'28"89 (Taki)
DJ Dirty (DJD)

Special Weapon Survival Mode
142 Wins (Mitsurugi)
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Best Lap 0'51"325
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Best Race 2'16"6
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Colin McCleave, Belfast

TT COURSE
Best Lap 1'22"44
Colin McCleave, Belfast
Best Race 4'08"80
Colin McCleave, Belfast

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Best Lap 0'57"92
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Best Race 2'59"12
Colin McCleave, Belfast

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Best Lap 1'17"16
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Colin McCleave, Belfast

VIRTUA COP 2 (SAT)

Virtua Cop 1 Mode
Rank 1 12,516,400
Ryan Carline (RYE), Chester

VIRTUAL ON (SAT)
Arcade Mode, 1 Round, Hard
6'46"55 (Raiden)
Marc Something-field, Eastbourne

FIGHTERS MEGAMIX (SAT)

Survival Mode, FV Setting, Wolf Stage

3 Mins, BM 24 Wins
Jonathan Town, Wakefield
7 Mins, Urabahn 31 Wins
Paolo Tarvilli (ZAK)
15 Mins, Rentahero 111 Wins
Jim Grant (JIM), Isle of Wight

CHRISTMAS NiGHTS (SAT)

7464 Link Attack *(It's true – we've seen the video evidence!)*
Nathan White (NAT), London
0'08"907 Time Attack
Gary Cormack (GAZ), Stonehaven

NiGHTS (SAT)

Puffy beaten with 101 remaining
Nathan White (NAT), London
Reala beaten with 107 remaining
William Curley, Surrey
Jackle beaten with 103 remaining
William Curley, Surrey
Wizeman beaten with 75 remaining
Nathan White (NAT), London

351 Link (Spring Valley 1)
Tom Russon
93030 Points (Spring Valley 1)
Tom Russon
606100 Points (Spring Valley)
Nathan White (NAT), London

254 Link (Mystic Forest 1)
William Curley, Surrey
527640 (Mystic Forest)
William Curley, Surrey

366 Link (Soft Museum 1)
Nathan White (NAT), London

403 Link (Splash Garden 1)
Nathan White (NAT), London

379 Link (Frozen Bell 1)
Nathan White (NAT), London
826100 Points (Frozen Bell)
Nathan White (NAT), London

TUROK: DINOSAUR HUNTER (N64)

Training Mode
2'42 James O'Keefe, Lancashire

WAVE RACE 64 (N64)

SANDY BEACH
Best Lap 0'21"412
Ronen Yitzhak, Bhei Brak, Israel
Best Race 1'07"395
Ronen Yitzhak, Bhei Brak, Israel

SUNSET BAY
Best Lap 0'22"711
Adam Ward, Staffordshire
Best Race 1'12"621
Adam Ward, Staffordshire

MILKY LAKE
Best Lap 0'25"256
Ronen Yitzhak, Bhei Brak, Israel
Best Race 1'18"732
Ronen Yitzhak, Bhei Brak, Israel

MARINE FORTRESS
Best Lap 0'23"944
Ronen Yitzhak, Bhei Brak, Israel
Best Race 1'21"779
Ronen Yitzhak, Bhei Brak, Israel

PORT PIRATE
Best Lap 0'28"510
Ronen Yitzhak, Bhei Brak, Israel
Best Race 1'28"103
Ronen Yitzhak, Bhei Brak, Israel

CASTLE CITY
Best Lap 0'30"637
Ronen Yitzhak, Bhei Brak, Israel
Best Race 1'34"359
Ronen Yitzhak, Bhei Brak, Israel

COOL WAVE
Best Lap 0'28"400
Ronen Yitzhak, Bhei Brak, Israel
Best Race 1'29"393
Ronen Yitzhak, Bhei Brak, Israel

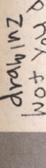
SOUTHERN ISLAND
Best Lap 0'25"784
Ronen Yitzhak, Bhei Brak, Israel
Best Race 1'21"909
Ronen Yitzhak, Bhei Brak, Israel

DEAD OR ALIVE (ARC)

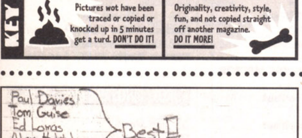
Normal Mode 3'30"03 Kasumi
E. Nettey (MAN), London
Burst Mode 3'47"31 Kasumi
E. Nettey (MAN), London



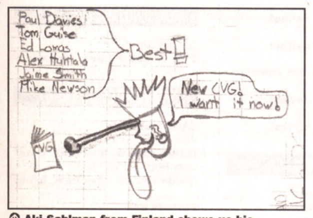
drawinz wot you dun



I'm the wickedy wickedy wickedy wickedy Art Doggy! Back once more for a healthy doze of drawinz (wot you 'av dun).



Welcome newcomers to what is hailed by most as THE feature of the magazine (narrowly beating 'Cabin' and 'Checkpoint'. I am Hunter, the self proclaimed artist extraordinaire, your host for the next two pages, sit down, relax and enjoy this truly fantastic experience.



Aki Sahlman from Finland shows us his favourite members of CVG, what a crazy loon.

Although this cartoon starts off well, it seems to end very suddenly! Thanks to M. Currie.



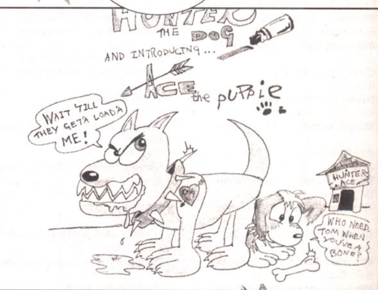


Sonic is back, but will this 'young' hedgehog do the business for Sega? George Gavin.

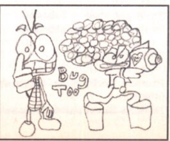


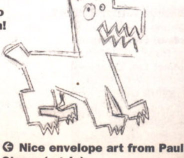


I LIKE THIS ONE, IT REALLY CAPTURES MY TRUE PERSONALITY, NICE ONE CHRIS O'KEFFE.



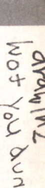
'Ace the Puppy' the brainchild of Paul Strauther. A bit to cute I think, I'd eat him though!

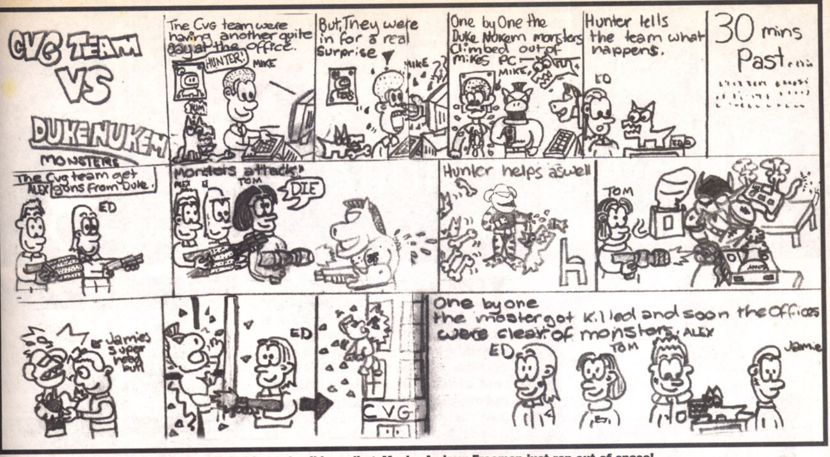




Nice envelope art from Paul Stemp (again).
Auto Terd! William Holgate!



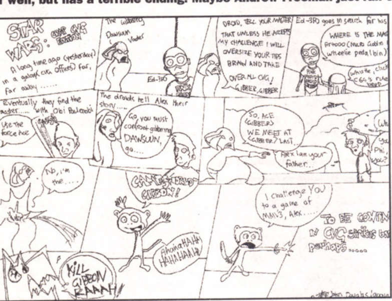




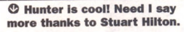
Another cartoon that starts off well, but has a terrible ending. Maybe Andrew Freeman just ran out of space!



I'll have no weeing on my page thankyou Dave Green.



Cool cartoon from John Douglas, no more Phil thanks!



Hunter is cool! Need I say more thanks to Stuart Hilton.

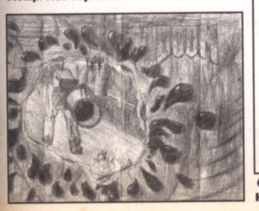


Another super picture of the worlds toughest dog (besides Digby). No more of me next month I promise. Tom Denith.

Ha ha ha, kill him! Eh..oh..sorry I got a bit carried away. Thanks to Nkaepe Effeh.



Excellent SF3 artwork from Paul Stemp. Not copied either!





Doom is old. I want more Quake and Hexen 2..Now! Steve Roberts!

Send 'em in to:

drawinz wot you dun

CVG, Emap Images, 37-38 Millharbour, The Isle of Dogs, London, E14 9TZ

PLEASE make sure that your name is clearly printed on the back of your work. Any art sent in unnamed will be trashed or eaten. Oh yeah no more 'Please print...'.



FIGHTERS MEGAMIX

THE ULTIMATE COMBO GUIDE!





If you're a Saturn owner you should have tasted the delights of *Fighters Megamix* by now. If not, SORT IT OUT! And after last month's *VF* extravaganza, it's another 6 page monster to the rest of the characters in Sega's potentially Saturn-selling title, so you can get the most out of the game. So here is the next instalment in Yas Hunter's *FMM* guide!

KEY

G : guard (A)	K : kick (C)
T : towards	D : down
t : hold towards	d : hold down
P : punch (B)	U : up
A : away	u : hold up
a : hold away	

example1: d+t+P - hold down towards on the D Pad, then punch
example2: d, t+P - hold down then push down towards and press punch
*All these combos are for the *Vipers* mode but most can be used in the *VF* mode also.

VIRTUA FIGHTER MODE

Last issue, we explained the virtues of the great *Vipers* mode so naturally, this month the *VF* mode is under the scrutiny of the CVG Hive Brain. In general, the *VF* mode is far less flexible than the *FV* mode and is more about wit and skill, as opposed to the fast arcade and rather 'random' action of *Vipers*. Here's a list of some of the major differences in the game:

1. Learning to recover in mid-air is a must if you want to be a master of the *Vipers* mode, as this allows you to break out of a potentially devastating floating combo by planting a drop kick on the assailant's forehead. But in the *VF* mode, be prepared for a full portion deliverance once knocked in the air, as there is no mid-air recovery to save you!

2. An uppercut or any other floater move hits the opponent to greater heights in *Vipers* than with the *VF* version. This leaves the recipient open for a wider variety of attacks but as mid-air recovery is possible, it's not cheesy. Also, the opponent's rate of descent is slower in the *VF* mode.



3. Power counters are also available in the *Viper* type, but not in the other. Power counters are useful but not essential.

4. Combo sizes aren't as huge in the *VF* mode. But as there's no mid-air recovery, the opponent is more likely to be hurt big time in the *VF* mode than in *Vipers*, as all the hits are more likely to hit.

GLOSSARY

Fighting games are older than the hills, but as some of you may be new to this beat'em up lark, here's an introduction to some of the 'terms' that you might come across.

SHAKE OUT - Bash all the buttons like a madman a la *Track & Field* and hope for the best. The choice method of the beginner and of the incompetent, this method is known as a 'shake out'. Avoid if you can.

COMBO - One of the bare essentials of the fighting game genre are combos. A combo is basically a continuous wave of attacks if timed correctly, becomes unblockable once the first attack has hit home.

2-IN-1 - More common in 2D fighting games than in the 3D genre, but they do exist nevetheless. A 2-in-1 joins a move with another move, but has the benefit of being inseparable. In *Street Fighter*, for example, you can join a strong uppercut with a fireball and it's impossible for the opponent to halt the special move after the uppercut has been executed if they are used as a 2-in-1. With most games, a 2-in-1 will cut out the 'recovery' half of an attack's animation thus making counter attacks nigh on impossible. Essential if you want to master games like *King Of Fighters* and *Vampire Hunter*.

FLOATERS - Floaters are to 3D beat'em ups what 2-in-1s are to the 2D sort. 'Floating' an opponent involves the player striking the opponent skywards, then hitting them with a combo while they are floating helplessly in mid-air. These are the most damaging kind of attacks in the *Virtua Fighter* and *Tekken* series.

RECOVERY TIME - Common to all types of one-on-one titles, recovery time is the duration your character is immobile after performing an attack. This is the time that your fighter will be at the most vulnerable, so it's best to use moves that have the least recovery time unless you know the attack is going to strike.

PPPK COMBO - PPPK combo is the sole territory of the AM2 games and is without a doubt, the cheapest kind of combo around. By pressing a combination of punches and kicks, a beginner can give even a master Akira player a headache. Avoid if possible but if you do like the Sarahs and the Tokios, use the PPPK to skillful ends, than with mere shake-out power.

BUGS AHOY!

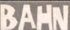
In the Japanese version of the game, there are several 'bugs' that pop up every now and then. Some are just down-right annoying (the slow down on Raxel's elevator stage), but some require skill to actually make them appear. Here's a low down on some that we've found.

REPLAY STALL

It's possible to stall the last round replay on the ending of the game if you follow these instruction. With the last strike of the last round, try to hit your opponent up into the air so they land on top of the barrier. While your opponent is knocked out on top of the wall, break the barrier beneath him with an armour breaker. If you've succeeded, the ending will cease for a few seconds without showing any action from the stalled round and will move on to the next replay.

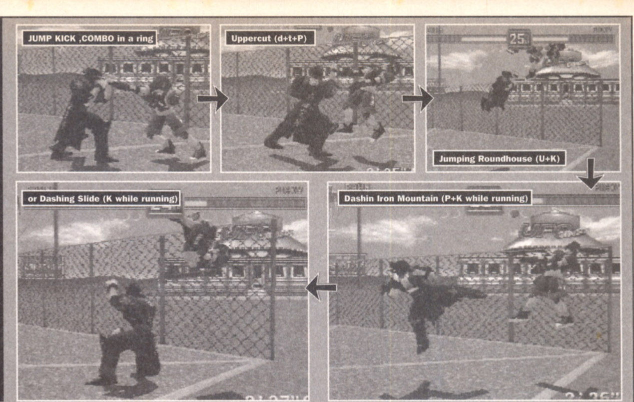
IRON MOUNTAIN

On some occasions, the Iron Mountain move drains more than 1/2 of an energy bar, if used to sandwich the opponent between yourself and a barrier. Strange considering that a 'regular' Iron Mountain only does a few points of damage.



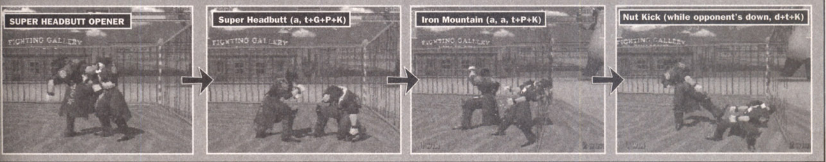
Undoubtedly the most powerful character from the regular *Fighting Vipers* cast, Bahn is the choice of the player who hates the PPPK derivatives. With his quick elbows and Iron Mountain as a base, wait for your opponent to attack and follow up with a devastating counter strike to end the fight in seconds.





WALL COMBO WITH BACK TO THE WALL, RING THROW (P+G)•ELBOW IRON MOUNTAIN COMBO (T,T+P, A,T+P+K)•NUT KICK (WHILE OPPONENT'S DOWN, D+T+K)

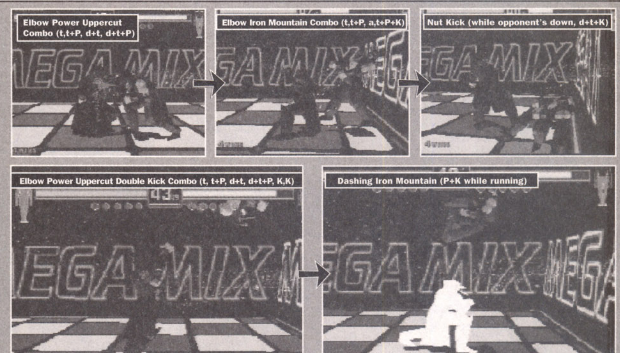
MASS ENERGY DRAIN IRON MOUNTAIN WITH OPPONENT'S BACK TO THE CORNER OF THE RING,•UPPERCUT (D+T+P) •IRON MOUNTAIN (A, T, T+P+K)•NUT KICK (WHILE OPPONENT'S DOWN, D+T+K)



URA BAHN

Add a few Akira-esque moves to the already mighty Bahn and you have Ura Bahn. As a result, U Bahn can produce some unique damaging combos as well as being able to use the existing regular Bahn attacks. If that wasn't enough, U Bahn also benefits from his own version of Akira's devastating Stun Palm of Doom but with a different method of execution.

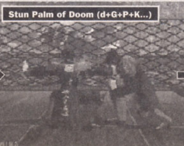




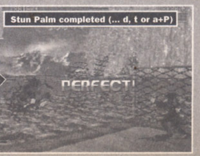
SUPER HEADBUTT COMBO 1 – Super Headbutt (a, t+G+P+K)•Uppercut (d+t+P)•Jumping Roundhouse (U+K)A•Shoulder Charge (P+G while running)

SUPER HEADBUTT COMBO 2– Super Headbutt (a, t+G+P+K)•Headbutt (G+P+K)•Nut Kick (while opponent's down, d+t+K)





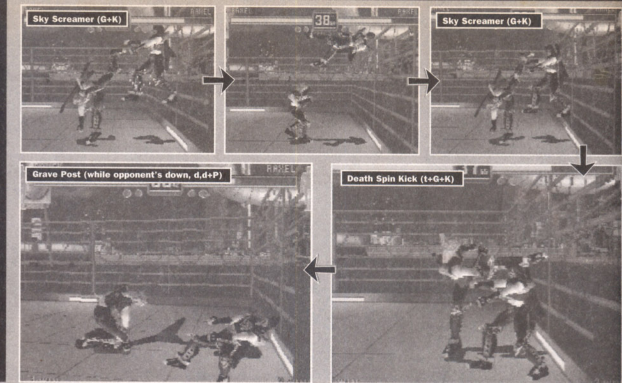




RAXEL

The best character out of the Vipers' PPPK troupe, as he has a nice line in throws and some technical kicks that look great in a combo. Though Raxel's main repetoire consists of PPPK derivatives, this Viper is the most lethal when using his guitar in a floating combo and all potential Raxel players should bear that in mind.





Sky Screamer (G+K)

Sky Screamer (G+K)

Death Spin Kick (t+G+K)

Grave Post (while opponent's down, d,d+P)

POWER COUNTER FLOAT Lighting Upper Power Counter (a+P) • Punch • Somersault Kick (u+a+K) • Grave Post (while opponent's down, d,d+P)

Double Upper (d+t+P,P) • Right Hand Combo (t+P,P,P) • Grave Post (while opponent's down, d,d+P)



Dragon Punch (t,d, d+t)



Flying Screw (d+t, d+t+P,P)



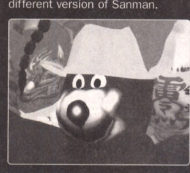
Slide (d+G+K)



GUITAR COMBO Flying V (d+t,d+t+P) • Guitar Thrust (t,t+P)

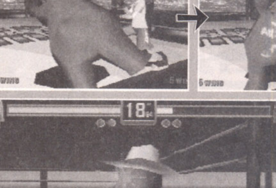
KUMACHAN

Kumachan (or his alter egos Pandachan, Meat, or Palm Tree) is perhaps the trickiest opponent to fight against in 2P situation as it's hard to see if he's punching or kicking (bar Mr Meat). This aspect should be exploited to the full against all human challengers, but this isn't the only thing Kuma has to his advantage - he's a one of the hardest hitters in the game! A good choice if you want a slightly different version of Sanman.

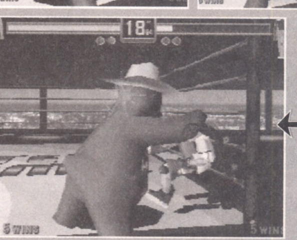


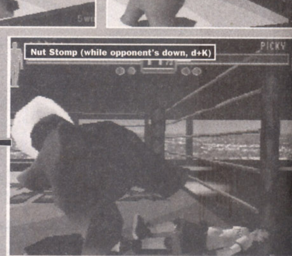


Super Spank Love (d+t+P,P)



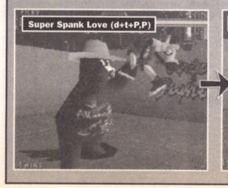
Desandado (t+P,P,P,P,P,P,P)





Nut Stomp (while opponent's down, d+K)

HI LO COMBO Uppercut (D+T+P) • Hallo Tech (d+t, d+t+P)



Super Spank Love (d+t+P,P)



Big Slap (t,t+P)





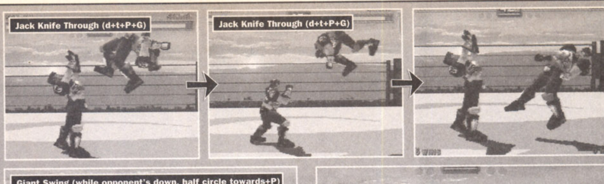
Nut Stomp (while opponent's down, d+K)

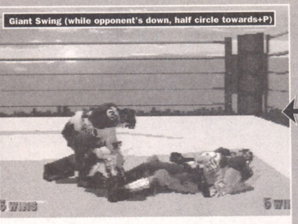


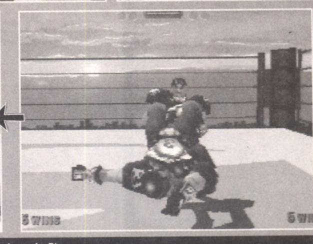
SANMAN

With moves similar to Wolf and Jeffry, Sanman is one of the greatest characters in the game who becomes a real joy to use once his throws have been truly mastered. The big mother doesn't suffer the flaw that the *VF* pair so badly do, as he has a great striking repetoire. So if grabbing opponents becomes difficult, smother them to death with his beer gut of doom!!




Jack Knife Through (d+t+P+G)
Jack Knife Through (d+t+P+G)


Giant Swing (while opponent's down, half circle towards+P)



GIANT SWING 2 dodge an attack (escape button) • Punch • 2-in-1 Giant Swing (while opponent's down, half circle towards+P)

DOUBLE PEACH THROW OPENER Double Peach (G+P+K, G+P+K) • If blocked, Final Overdrive (half circle away+G+P, t,a+G+P, a,d,t,u,a+G+P)

GIANT SWING crouch to avoid high attacks or knees, and then Giant Swing (half circle towards+P)


Jack Knife Through (d+t+P+G)

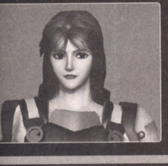

Round Trip Hammer Through (d+G+P+K, G+P)

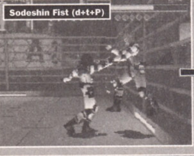

if possible, Giant Swing (while opponent's down, half circle towards+P)



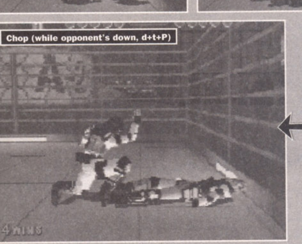
JANET

Janet Marshall, eh? How about Aoi Umenkoji, Mr AM2?! Yes, Janet is indeed a *FMM* incarnation of the *VF* Aikido mistress. All arcade Aoi users should be instantly at home with Janet, as she retains a majority of Aoi's attacks from the arcade, but has the added advantage of the Virtua Gun. Janet has great floating abilities as well as damaging throws. In the right hands she is perhaps the third strongest character in *FMM*!




Sodeshin Fist (d+t+P)

Double Punch Elbow (P,P,P)

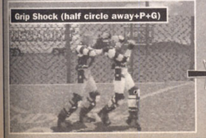

Chop (while opponent's down, d+t+P)


Divine Thunder Style (t+K)

EXECUTIONGrip Shock (half circle away+P+G) • Virtua Gun (a,t+P+K) • Chop (while opponent's down, d+t+P)

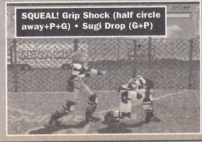
MUSOHA FLOAT COMBO Musoha (D,d+t+P) • Cloud Kick (t+K,K) • Kusei Koma Chop (while opponent's down, U+P)

UZUMAKI FLOATUzumaki Syutou (tx2+P) • Cloud Kick (t+K,K) • Chop (while opponent's down, d+t+P)


Grip Shock (half circle away+P+G)


Sodeshin Fist (d+t+P)

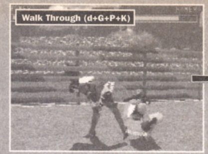

Virtua Gun (a,t+P+K)

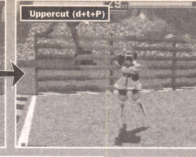

SQUEAL! Grip Shock (half circle away+P+G) • Sugi Drop (G+P)

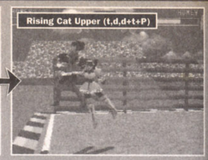
HONEY

Honey may be popular, but there is not as much techincal mastery to be had from this little combo kitten. PPPK and other mildly difficult floaters is the order of the day with Honey (or Candy in the US), with only the occasional aerial throws to break up the monotony. A good choice for the beginners to learn the whole *VF/FV* system.




Walk Through (d+G+P+K)


Uppercut (d+t+P)


Rising Cat Upper (t,d,d+t+P)

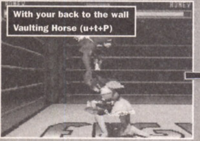

Nut Kick (while opponent is down d+K)

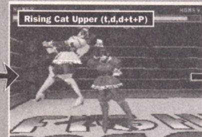

Jack Knife (G+K)

WALK THROUGH COMBO • •• • Nut Kick (while opponent's down, d+K)

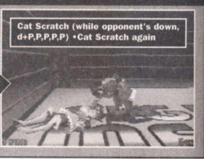
AIR THROW COMBO Honey Triple (t+P,P,P) • Air Throw (t+G+P+K)

JACK KNIFE COMBO Jack Knife (G+K) • Jack Knife (G+K) • Double Peach Attack (G+P+K) • Nut Kick (while opponent's down, d+K)


With your back to the wall Vaulting Horse (u+t+P)

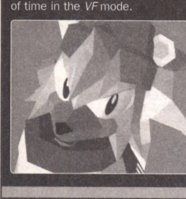

Rising Cat Upper (t,d,d+t+P)


Jack Knife (G+K)• Jack Knife (G+K)

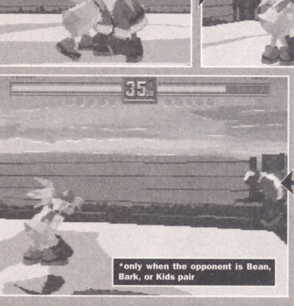

Cat Scratch (while opponent's down, d+P,P,P,P,P) •Cat Scratch again

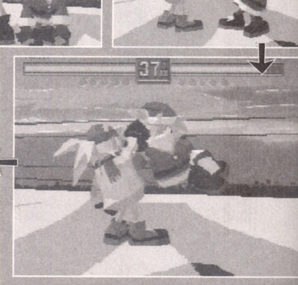
BARK

Bark is a nice comic relief from the more 'serious' fighters in the game with his eccentric and outrageous moves. With less moves to remember than with the likes of Akira and Wolf, Bark can be used with competence by beginners, but that's where his flaw lies. Forget reaching the technical heights of Akira or even that of Honey. A nice alternative, but a complete waste of time in the *VF* mode.



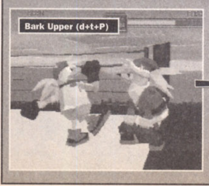
GIANT SWING*Dodge (Escape) • Punch • Giant Swing (half circle towards+G+P)

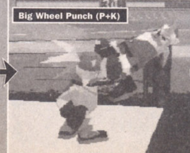


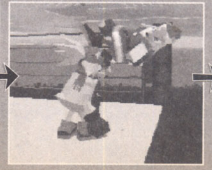


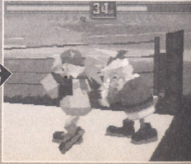
*only when the opponent is Bean, Bark, or Kids pair

BARK UPPER COMBO Bark Upper (d+t+P) • Third Scissor Punch (t+P,P,P)


Bark Upper (d+t+P)


Big Wheel Punch (P+K)

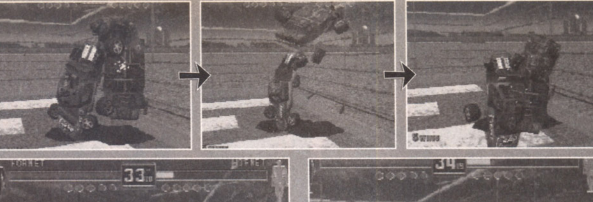


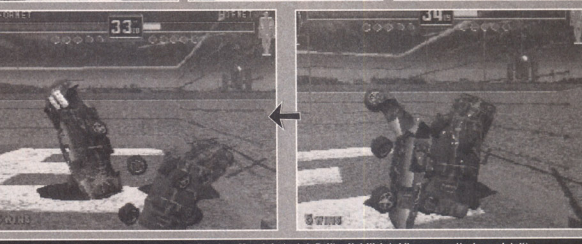


HORNET

If there ever was a Jekyll and Hyde character in a game, the Daytona 41 car would be it. With the armour on, the Hornet is no more than a mere *Final Fight*-esque fighter with a basic selection of punches and kicks, but press a+P+K and the car becomes a combo monster that fights suspiciously like Bahn... with all his combos!! all the following combos are possible only without armour.

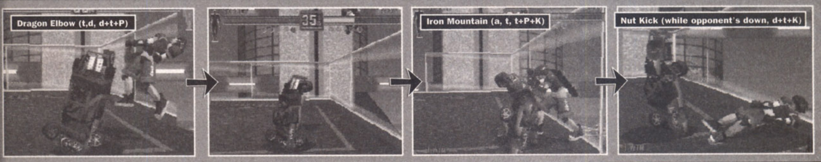






BASIC IRON MOUNTAIN COMBO Uppercut (d+t+P) • Iron Mountain (a, t, t+P+K) • Nut Kick (while opponent's down, d+t+K)

BASIC IRON MOUNTAIN COMBO 2 Uppercut (d+t+P) • Elbow Iron Mountain Combo (t,t+P, a,t+P+K) • Nut Kick (while opponent's down, d+t+K)



Dragon Elbow (t,d, d+t+P)

Iron Mountain (a, t, t+P+K)

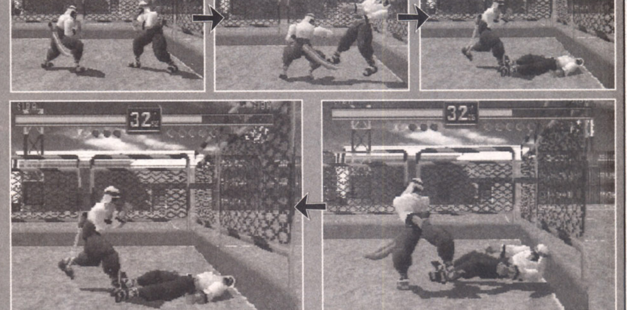
Nut Kick (while opponent's down, d+t+K)

SIBA

Siba seems a bit of a sad case on intial play but does improve slightly once you've found some of his sword attacks. As with Raxel, his most devastating combos are weapon-based, but unlike the Viper rocker, the *VF1* reject doesn't have PPPK derivatives to fall back on. Use these combos and lose your friends as the sword-based part of the combos are unblockable and drain masses of energy!



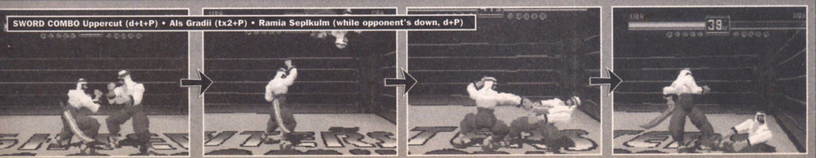
BASIC PK COMBO 2 Kubi Tomb (t+P)• Elatio Volputaria (tx2+P+K,P,P,K)



BASIC PK COMBO Kubi Tomb (t+P) • Uppercut (d+t+P) • Deegless (d+t+K)

SWORD COMBO 2 Sanguis Kuramale • (a,t+G+P+K) • Uppercut (d+t+P) • Als Gradii (tx2+P) • Ramia Seplkulm (while opponent's down, d+P)

SWORD COMBO Uppercut (d+t+P) • Als Gradii (tx2+P) • Ramia Seplkulm (while opponent's down, d+P)





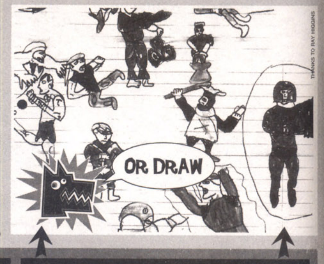
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